No 20 November 1984

# IMAGINE™

Adventure Games Magazine

£1.00

CLERICS in the DUNGEONS & DRAGONS® game

# IF ADVENTURE HAS A GAME, IT MUST BE INDIANA JONES!™

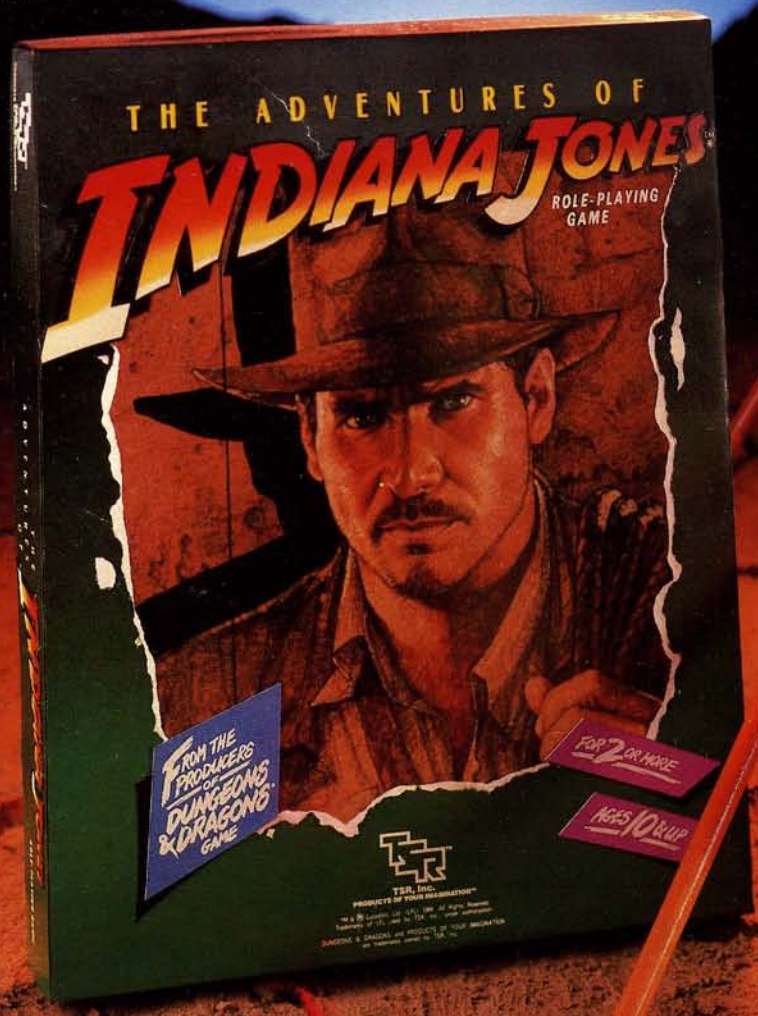
**The hottest film of 1984 is now the hottest adventure game of 1984.**

Now you can be part of the action, too! Search lost ruins for fabulous treasures! Recover stolen artifacts from foul Nazis! Or race through the jungle to escape hostile natives! You make the choices. Can INDIANA JONES™ survive? It's up to you!

THE ADVENTURES OF INDIANA JONES™* Role-Playing Game features stand-up figures, a rules booklet, adventure clues, special maps, Referee's Screen—everything you need to enjoy your own adventure.

Available now at all fine toy, hobby, and bookstores. From TSR, Inc., the producers of the world-famous DUNGEONS & DRAGONS® Fantasy Role-Playing Game.

TSR™ TSR, Inc.
PRODUCTS OF YOUR IMAGINATION™




*™THE ADVENTURES OF INDIANA JONES, game elements and character names and likenesses are trademarks of Lucasfilm Ltd. used under authorization. ©1984 Lucasfilm Ltd. All Rights Reserved.
DUNGEONS & DRAGONS and PRODUCTS OF YOUR IMAGINATION are trademarks owned by TSR, Inc. ©1984 TSR, Inc. All Rights Reserved.

# Editorial

Module designers don't always get the credit they deserve. Sometimes letters arrive here at TSR, addressed to no-one in particular, saying that 'I like your new module Z11', or 'I think F19 is brilliant', but it's rare for the writer to be singled out for individual praise — with the possible exception of Gary Gygax, of course!

For those of you who haven't seen one yet, TSR UK are responsible for a series of AD&D game modules — carrying the UK number. These are put together by the lads of our Product Development department, who occupy the top floor of our prestige offices in Cambridge. Many of you will have played the two-part series UK2 & UK3, written by Graeme Morris (illustrated above), but for those that haven't, the module in the centre of this magazine will serve as an introduction to the combined talents of GM, Phil Gallagher and Jim Bambra. We're not saying British is best, but....

***Paul Cockburn***

# IMAGINE™

## Contents

**Clerics are People Too**, by Paul Vernon
Some thoughts on playing this difficult character class ..... 2

**Alignment, Personality & Philosophy-Religion**
Encouraging alignment role-playing, by Lew Pulsipher ..... 6

**As God is My Witness**, by Graeme Davis
The Judicium Dei in Medieval Europe ..... 10

**PELINORE** — **the IMAGINE™ magazine Campaign World**
*THIS MONTH: A Travelling Circus hits the City League* ..... 12

**Prince of Thieves**, by Richard W Lee
Compelling fiction from the underworld ..... 18

**Nearer, my God...**, by Chris Felton
Clerical specialisation in the AD&D® game ..... 22

**The Necklace of Lilith**, by Phil Gallagher
A special clerics module designed to introduce new spells ..... 25

**New Clerical Spells**, by Gary Gygax and Len Lakofka
Official additions to the clerical manifesto ..... 32

**New Flail Types**, by Graeme Davis
New weapons with multi-system stats ..... 35

**Looking for an Edge**, by Carl Sargent
Examining the clerics and edged weapons controversy ..... 36

**Notices** — recent game releases examined by independent reviewers ..... 38

**Illuminations,** news from the world of gaming ..... 43

**Dispel Confusion,** RPG rules questions answered ..... 39

**Chain Mail**, by Brian Creese
By popular request, a further elaboration of the En Garde! game ..... 45

**Game Company,** Clubs & Events ..... 46

**Rubic of Moggedon** ..... 46

**Fantasy Media**, by Colin Greenland
The latest on books, films and videos ..... 47

**Letters** ..... 48

**VOP**, by Ian Gibbs ..... 49

**Dialog**, by Lew Pulsipher ..... 50

**Stirge Corner**, by Roger Musson ..... 51

**Soapbox** — The hobby forum;
this month's contributor Graham Staplehurst ..... 52

**Press Clippings** — full fanzine review coverage ..... 52

**Turnbull Talking** ..... 54

**Phalanx**, by Robin Grenville-Evans ..... 55

..... **IMAGINE magazine, No 20, November 1984** .....
..... Published by TSR UK Ltd ..... Publisher **Don Turnbull** .....
..... Editor **Keith Thomson** ..... Assistant Editor **Paul Cockburn** .....
..... Editorial Assistant **Kim Daniel** ..... Features Assistant **Mike Brunton** .....
..... Art **Phil Kaye** ..... Advertising **Lesley Hudson-Jessop** .....
..... News **Doug Cowie** .....
..... This month's contributing artists: **Robin Grenville Evans, Paul Ruiz, Brian Williams, Ian Gibbs, Pete Young, Marcus Boas**.....
..... Cover **AC Spec 2** by Alan Craddock .....

IMAGINE™ magazine is published monthly by TSR UK Ltd, The Mill, Rathmore Road, CAMBRIDGE CB1 4AD. Telephone: (0223) 212517. Telex: 818761.

IMAGINE magazine is available from all good hobby shops and newsagents. It is distributed through the newstrade by Seymour Press Ltd, 334 Brixton Road, LONDON SW9 7AG. It is also available direct from the publisher by individual subscription. The subscription rate is £12 for twelve issues.

Back issues of IMAGINE magazine, where still available, can be bought directly from the above address for the price of £1.00 + 50p P&P per order - in the UK only. Overseas please enquire separately. Payment must accompany all orders. If one or more issues in an order are out of print, a credit note will be substituted which may be exchanged for cash or merchandise from the publisher.

The issue of expiration for each subscription will be printed on the subscriber's mailing label. Changes of address must be notified to the publisher at least 30 days before the effective change to ensure uninterrupted delivery.

All material published in IMAGINE magazine becomes the exclusive property of the publisher prior to publication, unless special arrangements are made to the contrary in writing.

IMAGINE magazine welcomes unsolicited submissions of written material and artwork at all times. However, no submissions will be returned unless accompanied by a stamped, self-addressed envelope of sufficient size and postage. Under no circumstances will the publisher accept responsibility for any such submissions. Published material will be paid for.

IMAGINE is a trade mark owned by TSR UK Ltd. All rights on the publication of this magazine are reserved, and nothing may be reproduced in whole or in part without the written consent of the publisher.

Copyright ©1984 by TSR UK Ltd.

Opinions expressed in this magazine are not necessarily those held by the publisher.

Names printed in **bold** represent titles that may be protected by copyright legislation.

IMAGINE magazine gratefully acknowledges the support offered by its sister publication, DRAGON® magazine, published by TSR Inc, PO Box 756, Lake Geneva, Wisconsin 53147, USA. Articles appearing in IMAGINE magazine may have appeared previously in that publication.

# CLERICS are people too

## by Paul Vernon

**Of all the AD&D character classes the cleric is generally the one least utilised and most badly played. The main reason for this is that clerics do not fit particularly comfortably into the medieval/fantasy background of most AD&D campaigns.**

Whereas fighters can model themselves on Conan or Fafhrd, magic users on Gandalf or Merlin, and thieves on Grey Mouser or Bilbo, there are no great characters of legend or fantasy literature to whom the players of clerics can look for inspiration, which makes the class particularly difficult to play.

In many games, a cleric is taken along as a sort of walking medical kit and detection device, for it is widely recognised that in this role clerics add considerably to a party's chances of survival. Clerical benefits are often bestowed on party members indiscriminately, with no thought to differences in alignment or outlook, which can lead to clerics actively aiding causes to which they are supposed to be strongly opposed! If merely being in the same party is enough to guarantee a cleric's aid, the cleric tends to become a rather colourless party appendage instead of a character in his or her own right. To prevent this, a cleric's outlook, motives and goals must be firmly outlined, preferably before any adventuring begins.

An individual clerical character's motivation will differ greatly from that of any other character class, and indeed from most other clerics. Whereas a fighter may be preparing for the establishment of his own freehold, and a thief may be looking forward to the day when the local guildmaster can be ousted, a cleric's one overriding concern will be service to the deity worshipped and furtherance of the One True Faith. *All* actions will be viewed from this standpoint and all decisions weighed in the balance. The cleric's personal needs and aspirations, and those of other party members, will *always* be of secondary importance. Even the cleric's life is of no value if sacrificing it would further the deity's aims more than if the cleric merely continued to survive.

The gods are so powerful that any direct confrontation between them would result in universal destruction. To prevent this occurring, the gods' battles are fought on the Prime Material Plane by their servants, and clerics are their deities' standard bearers in the fray. The power of the gods is proportional to the number of worshippers they enjoy, so the cleric's most important tasks will be defending and nurturing the Faithful in areas where the deity is worshipped and increasing the number of worshippers whenever and wherever possible.

Secondly, clerics will endeavour to encourage and foster those values and aspects of the world the deity finds most pleasing, resist and crush those found most distasteful; foiling the endeavours of those working in the cause of deities opposed to their own at every opportunity. It can be assumed that clerics with temples and congregations in their charge will be most concerned with the first task, whilst the opposition to unfavourable deities will fall mainly to the wandering clerical adventurers usually found as player characters.

Like most other things, crusading zeal begins at home, and fellow party members will be prime targets for it. From the first it will be made clear that under no circumstances will clerics be party to actions which go against the interests or teachings of their deity, nor will they stand idly by while others perform them. Those wishing aid must first prove themselves worthy of it, and naturally true believers will be given preference over infidels. Clerics may attempt to convert other party members to the One True Faith at any opportunity, and gladly expound on the tenets of this belief to all who seek enlightenment (as well as those who don't). Unbelievers who seek aid will be especially prone to this, and payment or some service in the deity's interest will be demanded in return. Those whom the cleric considers to be totally beyond redemption will *never* be aided, unless the cause of the deity would be furthered greatly by doing so.

Clerics will be much less tolerant of those whose alignments differ from their own than will other characters, for obvious reasons, and this will be especially apparent where clerics of other deities are concerned. There will be considerable distrust even between clerics whose deities are fairly well disposed towards one another and it would be very rare indeed for a cleric to join a party containing the worshipper of a god at enmity with his own.

As the emissary on earth of a deity, the cleric's behaviour should always be exemplary and 'correct' according to the religion's rules, even when not adventuring. Unlike other adventurers, clerics should not be found immersing themselves in the delights of the bordello or ale-house between expeditions (unless religious observance demands it). Instead we should find them preaching to the populace, administering to the faithful, and attempting to bring the area as a whole more into line with their ideals; being a cleric is a full-time occupation! The above activities are more than likely to bring the cleric into conflict with the local priesthood, which can spice things up for the other characters too. Having a well-played cleric in the party can often be a mixed blessing!

From the above it becomes obvious that a cleric's behaviour and the manner in which the character is played will depend to a great extent on the deity worshipped. By no means should all clerics tend towards the same basic mould, as often seems to occur. It follows that a set of beliefs and codes of behaviour must be established for each religion in a campaign, together with some outline as to how the various gods relate to each other.

**Clerics should not be found immersing themselves in the delights of the bordello or ale-house — unless religious observance demands it**

It was hoped that the **DEITIES & DEMIGODS**™ Cyclopaedia would fulful this role, but unfortunately in this respect the book is sadly lacking. Although gods from 14 different pantheons are outlined in fair detail, together with spheres of control, holy symbols, appropriate sacrifices and so on — far more gods than any DM will ever need — the ultimate aims of the gods themselves, and the conduct and standards of behaviour expected by their worshippers and clerics are still left to the individual DM or players. This is one area where the **AD&D** game loses out to other fantasy games; **RuneQuest**, for example, has a fully outlined set of cults which make it far easier to role-play religious characters.

In order for clerics to have any purpose in life at all, they must worship a deity whose aims and aspirations are known and whose standards can be upheld, and it is up to the DM to provide a selection of these from which their players can choose the one most suited to the character in hand. The DDG is an excellent source of these, though by no means exhaustive, and inventive DMs finding nothing to fill a desired niche can design their own gods from scratch. A fair cross-section, covering most spheres of influence, character types and alignment variations can be achieved by using 20-30 different gods. Extra deities beyond this are largely redundant, though DMs may wish to include racial gods, such as the orc deity Gruumsh, especially for monster races.

Once the cast of gods has been chosen, and their alignments, spheres of control and alignment/types of worshippers have been decided, it is fairly easy to provide them with motives, ambitions and inter-relationships. If we take as an example Kos, the god of doom from the Nehwon mythos, we see that he is neutral in alignment, worshipped by fighters, delights in battle, but has a highly developed sense of personal honour. From this it looks as though he tends far more towards chaos than to law, wishes to see as many battles as he can, prizes individual prowess and bravery rather than tactical excellence, and despises cowards intensely. Cowards will form a very large group in his eyes, embracing all those who try to weight odds in their favour rather than fight man to man (magic users, back-stabbing thieves, etc), those too cowardly to fight for themselves (such as peasants dependent on their lords to protect them or rich individuals hiring others to do their fighting for them) in addition to fighters who run away from anything less than insurmountable odds.

This outlook will obviously bring him into conflict with many other gods — those advocating peaceful co-existence, gods of thieves and magic, gods of healing, etc — whose clerics will be opposed to his own. On the other hand, gods of music and poetry, whose practitioners praise the deeds of heroes, and those of metal working who oversee the making of the implements of battle, will find him well disposed towards them, while gods of natural phenomena would be mutually indifferent to him.

Kos would make an ideal god for a barbarian hero. His followers would not allow themselves to show fear at any time, and would spend much time in improving their battle skills so as to please Kos with their prowess when in combat. Their highly developed sense of honour would not allow them to take part in unequal combat against a weaker enemy, and they would despise those who did, especially those who slew foes in their sleep rather than give them the chance to die nobly in combat. Bravery and fighting skills would be highly prized by them, even in enemies, and foes who had fought bravely in battle but not died would be safe from having their throats cut afterwards so long as the followers of Kos were around.

The clerics of Kos would naturally be most meticulous in following the above code, but would have many obligations in addition. Their first task would be actively to encourage wars and combat wherever possible, for not only does Kos delight in this, but the more wars there are, the more warriors there will be, and thus the more potential worshippers. They will not hesitate to defend the honour of Kos with their blood, being even more eager to punish insults to him than will be the clerics of other deities.

When trying to gain converts from a party they were travelling with, they would naturally concentrate on the fighters present, and perhaps the thieves (who could be honourable warriors if they'd only give up this cowardly backstabbing and sneaking about). Magic users would generally be considered beyond the pale, unless they used their magic in combat *only* to equal the odds in what would otherwise be an unequal engagement. Similarly, only fighters would be reasonably sure of receiving any aid from them, and even then only if they had adhered fairly well to the above code of behaviour. This would entail fighting opponents alone, rather than ganging up on them, and a cleric of Kos would take a very dim view of anyone coming to his aid while he was engaged in single combat.

The code they follow would have a great effect upon the spells clerics of Kos would use, as well as determining the circumstances in which they would be cast. As servants of a god delighting in battle a very good case could be made for allowing them to use edged weapons, especially as Kos' holy symbol is a crossed sword and axe. Whether this is allowed or not, they would be more eager than most clerics to come to grips with enemies so as to demonstrate their martial prowess and bravery, to prove themselves worthy in their task of spreading Kos' teachings. As a result, they would be unlikely to cast spells in battle except to even up the odds against them.

Taking a look through the first level clerical spells it immediately becomes obvious that some spells would be totally unsuitable for the followers of Kos. **Sanctuary** would be out of the question, as it prevents the very thing which they are trying to promote. A special form of this spell might be available, allowing only one creature through at a time so that the rules of honour are maintained, but which cleric would be cowardly enough to use it? **Protection from evil** (in effect, from enchanted creatures) would be acceptable, as this would only be used against cowardly creatures using enchantments anyway. Similarly, **detect evil** would be seen as irrelevant, while **detect magic** could warn of dishonourable methods of combat. **Remove fear** would be a common spell, but **cause fear** would never be used, for what could be more heinous than to rob a warrior of his courage magically? **Bless** would be another common spell, especially if the cleric's party were outnumbered, while **command** would be used but rarely (and the commonest form of this would be 'fight'!).

The cleric of Kos could find himself in a very interesting position as regards dispensing curses. Curing 'cowards' would naturally be out of the question, but wounds received while engaged in single combat would be seen as honourable ones, even as gifts from Kos himself, and as such their recipient might be expected to wear them with pride. A wounded warrior about to go into combat, however, whose wounds put him at a disadvantage against an uninjured opponent, might be considered a special case. Wounds caused by magic, traps, or some other dishonourable means would be cured without question, as long as the recipient was worthy of course.

The same situation could arise at higher levels where raising the dead was concerned. A warrior who had died honourably in single combat might be seen as having died the finest death possible, and thus be refused resurrection. One who had died by sorcery, or had been killed while fighting a number of opponents, would naturally stand a much better chance.

Service to Kos would also dictate the kinds of adventures his clerics might find themselves joining. They would be unlikely to join an expedition to dispose of an evil magnate whose armies were rampaging in the area, for example, unless the resulting war of succession would be more extensive than the existing conflict. They would join expeditions in relatively peaceful areas, but would probably be more interested in provoking monsters to attack the nearby villages than anything else. The worship of Kos would be popular in the more barbaric areas and among barbarian mercenaries. The rulers of more civilised lands would tend to desire the furtherance of their own ends without damaging their incomes, however, and Kosites would only be welcome at the courts of monarchs with expansionist aims. Even here their interests — prolonged combat — would conflict with those of the government (quick, decisive victory). Many fighters would be worshippers, however, and the temples of Kos might even offer cheap (or even free!) weapons training to encourage converts among those not having martial backgrounds.

Obviously, clerics of Kos would fit in very well with a party of hack-and-slayers, though they would probably be a pain in the rear for a group of more subtle adventurers. Whatever their circumstances, they make much more interesting characters than clerics normally do, and are much more fun to play.

The same process can be used to bring the other religions in a campaign to life. Determine the aims of each god, how these are to be fufilled, and what relationships with other gods will lead to. Decide how this will affect the behaviour of their worshippers and clerics. What spells would be acceptable to them (a canon in the service of Lu Yueh, god of epidemics, would be unlikely to allow the use of **cure disease**, for example) and in what situations would they be used? How are they expected to futher the aims of their god, and what kind of adventures would they be found joining? If your DM hasn't done all this, work out a religion for your clerical character yourself, and see if he or she agrees to it.

Having a detailed religious background adds enormously to the flavour of any campaign. Not only do clerics become more interesting and fun to play as characters, encounters with NPC clerics become more enjoyable and easier for the DM to handle. One advantage of not having detailed religions in modules is that they can easily be brought into line with those of individual campaigns, and conflicts between the various religions can themselves be a rich source of individual adventures.

So, if you find your clerics becoming colourless, or other characters are taking them for granted, give them a god to worship and a code to follow, and send them out to spread the true faith! If they are true to their ideals, even if they don't survive they will be assured a place at their deity's side!

***Paul Vernon***

# UNICORN GAMES

MAIL ORDER ONLY

6 WOODHAM ROAD, CATFORD, SE 6 2SD

BASIC D&D

BASIC SET.....9.50
EXPERT SET.....9.50
D&D CHARACTER RECORD SHEETS.....2.95
SHADY DRAGON INN.....3.95

BASIC D&D MODULES.....

B1 IN SEARCH OF THE UNKNOWN.....4.50
B2 KEEP OF THE BORDERLANDS.....4.50
B3 PALACE OF THE SILVER PRINCESS.....4.50
B4 THE LOST CITY.....4.50
B5 HORROR ON THE HILL.....4.50
O1 THE GEM AND THE STAFF...(1 on 1).....4.50
X1 ISLE OF DREAD.....4.50
X2 CASTLE AMBER.....4.50
X3 CURSE OF XANTHON.....4.50
X4 MASTER OF THE DESERT NOMADS.....4.50
X5 TEMPLE OF DEATH.....4.50

SOLO D&D

M1 BLIZZARD PASS.....4.50
M2 MAZE OF THE RIDDLING MINOTAUR.....4.50

ADVANCED D&D

DUNGEON MASTERS GUIDE.....10.95
PLAYERS HANDBOOK.....9.95
MONSTER MANUAL.....9.95
MONSTER MANUAL II.....9.95
DUNGEON MASTERS SCREEN.....4.95

ADVANCED D&D MODULES

I2 TOMB OF THE LIZARD KING.....4.50
I3 PHAROAH.....4.50
I4 OASIS OF THE WHITE PALM.....4.50
I5 THE LOST TOMB OF MARTEK.....4.95
I6 RAVENLOFT.....4.95
U2 DANGER AT DUNWATER.....4.50
U3 THE FINAL ENEMY.....4.50
N1 THE CULT OF THE REPTILE GOD.....4.50
EX1 DUNGEONLAND.....4.50
EX2 LAND BEYOND THE MAGIC MIRROR.....4.50
UK1 BEYOND THE CRYSTAL CAVE.....4.50

WARHAMMER

WARHAMMER:MASS COMBAT ROLE PLAYING.....5.95
WARHAMMER DICE SET.....1.25
FORCES OF FANTASY.....5.95
UNICORN GAMES LEAFLET.....FREE

RUNEQUEST

BOXED SET.....8.95
RUNEQUEST RULEBOOK.....5.95
CULTS OF PRAX.....5.95
RUNEQUEST COMPANION.....6.95
RUNEQUEST CHARACTER SHEETS.....1.99
QUESTWORLD.....12.95
PAVIS.....14.95
BIG RUBBLE.....14.95
SOLOQUEST II:SCORPION HALL.....4.95
SOLOQUEST III:SNOW KINGS BRIDE.....4.95

GENERAL ROLE PLAYING AIDS

DUNGEON FLOOR PLANS I,II,III.....each.2.99
DUNGEON MAPPING SHEETS.....1.99
WILDERNESS HEX SHEETS.....1.99
DRAGON DICE percentage.....0.95
DRAGON DICE random numbers.....1.50
DUNGEON PLANNER I:CAVERNS OF THE DEAD...4.95

BOXED MINIATURE SETS

STARTER SET.ADVENTURERS.....3.95
STARTER SET.MONSTERS.....3.95
CP3 TROGLODYTES.....3.95
CP4 LIZARD WARRIORS.....3.95
CP5 MONSTEROUS ORC WAR MACHINE.....6.50
SS1 WARRIORS OF CHAOS.....3.95
SS3 KNIGHTS OF CHAOS.....3.95
SS5 WARRIOR KNIGHTS OF LAW.....3.95
SS6 WHITE DWARF CHARACTERS.....3.95

RUNEQUEST BOXED MINIATURE SETS

RUNEQUEST BOX1.HUMANOID ADVENTURERS.....3.95
RUNEQUEST BOX2.ADVENTURERS.....3.95
RUNEQUEST BOX5.DRAGONEWTS.....3.95
RUNEQUEST BOX7.DEMONS.....3.95

REGIMENTS OF THE RENOWN

BUGMANS DWARF RANGERS.....3.50
THE KNIGHTS OF ORIGO.....3.50
GROMS GOBLIN GUARD.....3.50
MENGIL MANHIDE'S DARK ELVES.....3.50
HARBOTH & BLACK MOUNTAIN BOYS.....3.50

BOARD GAMES

TALISMAN:THE MAGICAL QUEST GAME.....7.95
JUDGE DREDD GAME.....7.50
BATTLECARS.....6.95

ALL ITEMS POST FREE IN THE U.K. ADD 30% OVERSEAS. SEND FOR A "FREE" LEAFLET...
RETURNED TO YOU BY FIRST CLASS POST
CHEQUES PAYABLE TO UNICORN GAMES PLEASE.



# interzone

THE MAGAZINE OF
IMAGINATIVE FICTION

Quarterly £1.25

- *Interzone* is the only British magazine specializing in science fiction and new fantastic writing. *Interzone* has published:

**BRIAN ALDISS** **M. JOHN HARRISON**
**J.G. BALLARD** **GARRY KILWORTH**
**ANGELA CARTER** **MICHAEL MOORCOCK**
**RICHARD COWPER** **KEITH ROBERTS**
**JOHN CROWLEY** **JOHN SLADEK**
**PHILIP K. DICK** **BRUCE STERLING**
**THOMAS M. DISCH** **CHERRY WILDER**

- "The most exciting development in this area of British publishing for over a decade." *City Limits*

- *"Interzone* is breaking new ground." *Computer Talk*

- *Interzone* is available from specialist sf shops only, or by subscription. For 4 issues, send £5 (outside UK, £6) to: **124 Osborne Road, Brighton BN1 6LU, UK.** Single copies: £1.50 inc. p&p.


# CLASSIFIED ADS

**IMAGINE™** magazine offers special rates to those interested in taking out classified advertisements. These cost just 10p per word or £3.00 per column centimetre (pre-payment required).

If you want to advertise in IMAGINE magazine write to:

IMAGINE magazine (classified)
The Mill, Rathmore Road,
CAMBRIDGE CB1 4AD.

**MILIEU**
The ultimate in Science-Fantasy PBM is here. Players carve out vast empires within a milieu where *anything* is possible. Features include individual personae, special abilities/powers, psionics, large maps of individual planets, exploration, colonisation, resources, spacecraft design, 3 tech levels, weapons & defence research, trade, diplomacy, space squadrons, 7 troop types, also space, planetary, naval and air combat.

Turns from as little as £1.00 — Just send £4.00, which covers rule-book, start-up and first four turns, to Steel City Games, 44 Carwood Road, Pitsmoor, SHEFFIELD, S4 7SD.

**'SEWARS FANZINE — HAPPY BIRTHDAY'**
Issue 21 marks our 4th anniversary. Subscriptions still £4.00 p.a. Bi-monthly; AD&D scenario in every issue. From 12 The Fryth, Basildon, Essex SS14 3PN.

Back issues 17, 18, 19 & 20 available at £1.00 for two.

**SOUTHAMPTON'S Centre for Games.** All the latest games stocked from TSR, Games Workshop, Avalon Hill and many others. Also Citadel and Minifigs stocked.

**PASTIMES II**, East Street Centre, Southampton. Tel: 0703-21789.

**FREEDOM OF THE STARS**: Science Fiction role playing by post. Character creation and initial information free; turn fee £1 or 6 turns for £5, no hidden extras.
Send SSAE to Megan Robertson, 12 Bude Close, Crewe, Cheshire CW1 3XG.

**FRP/ COMICS SALE**. Games / Scenarios / Comics / Figures; eg **Pavis** £10; **Federation Space** £10; **Morrow Project** £5; 50 Scenarios £2.50; Dragons £1.50; WDs 60p. Send SSAE for full list to: Mike Lewis, 12 Parkwood Close, Broadstairs, Kent.


# The Games Room

**★ War Games**
**★ General Educational Games**
**★ Science Fiction and Fantasy Games**
**★ Fantasy Figures**
**★ Military Miniatures**
**★ Books and Associated Accessories**

*Call in and see our wide selection at*

**29A ELM HILL, NORWICH**
**Tel. Norwich (0603) 28140**

# Alignment, Personality & Philosophy-Religion

***Lew Pulsipher** discusses positive and negative reinforcement for alignment role-playing*

Every fantasy role-playing game designer faces a serious problem with respect to player-character personality. In real life, every person has their own philosophy-religion, a set of guidelines or rules by which they organise their lives and make decisions, whether or not they are consciously aware of having adopted these guidelines. Even the person who feels that nothing matters, who doesn't give a damn about anything, has a philosophy no matter how nihilistic. How can the designer (or, on a more immediate level, the referee) introduce philosophy-religion into a game?

While philosophy-religion should be the most important aspect of a character's life, players have no reason to transfer this aspect to the game. Instead, the majority of players, even those who are of fundamentalist religions, let loose from their personal philosophy. Typically, their characters become the equivalent of thugs or gangsters, people who like to act tough, who are willing to take what they want by force if necessary, who are entirely devoted to increasing their wealth and prestige without regard to the rights or welfare of others (except, perhaps, reserving loyalty to other members of the gang). The characters are not out-and-out evil, though they commit acts which some would call evil if they occurred in the real world. They are certainly not good, though some of their actions bring good to others. The players, having left their own philosophy-religion behind them when they entered the game, run their characters without restraints on their actions except insofar as they don't want to arouse the ire of those powerful enough to harm them.

Granted, there are players who come to role-playing with an ideal they would like to emulate through the medium of the game — most often the chivalrous knight, but sometimes the low-down evil magician or something else. And others are willing to create detailed, complex personalities, different from their own, for each character. Though a tiny minority, these players are a blessing to their referees. Unfortunately, few players are self-restrained in this or other ways, so the game designer and referee must still cope with the 'thug syndrome'.

One can, of course, simply allow the player-characters to act like thugs. Unfortunately, this can be pretty dull, for if some player-characters act this way either the rest are forced to go along, or they must quit the campaign to play with another referee. Moreover, religion becomes a nullity in such games; in many places you can find player-characters who care nothing for religion except when they want a god to bail them out of trouble. The upshot is that much of the variety of the real world, and of the ideal form of fantasy world, is missing from such campaigns.

Alignment is a common way for a designer to combat the thug syndrome, to encourage a variety of behaviour reflecting different religions and philosophies. Some critics object that there are better ways than alignment to reflect philosophy-religion. This may be true, but a designer must choose a method that everyone can cope with, not the method that works best in ideal conditions. Generally the 'better ways' amount to an individual personality profile for each character or specific guidelines for each religious cult. If the referee must record these profiles and ensure that characters act according to their avowed personalities he is in for a great deal of work. Moreover, if the players do not completely respect their referee — unfortunately the rule rather than the exception — the ref can encounter serious difficulties and personality conflicts with players in the course of attempting to enforce character personality. At one extreme, the referee begins to play the characters, and the players lose all autonomy. At the other extreme, the referee does nothing and players often lapse into gangsterism. It is all too subjective.

Moreover, these methods are simply too much for less mature players and referees to cope with. The method of introducing philosophy-religion into the game must be something that an average referee can enforce despite the immaturity of players or their inclination to find loopholes in the rules.

From a designer's or referee's point of view, alignment is the solution, and consequently is more significant and valuable as a means of encouraging and guiding role-playing than as a simulation of religion. The penalties incurred when a character defies alignment are not meant to simulate anything that would 'really' happen. Rather, they are negative reinforcement, encouraging role-playing by penalising those who don't. Unfortunately, in the most popular fantasy role-playing games these penalties are applied only after a player so grossly defies the alignment strictures that the character's alignment changes (see p25, **AD&D Players Handbook**). In the AD&D game, theoretically, failure to act in accordance

The method of introducing philosophy-religion must be something that an average referee can enforce despite the players' inclination to find loopholes in the rules.

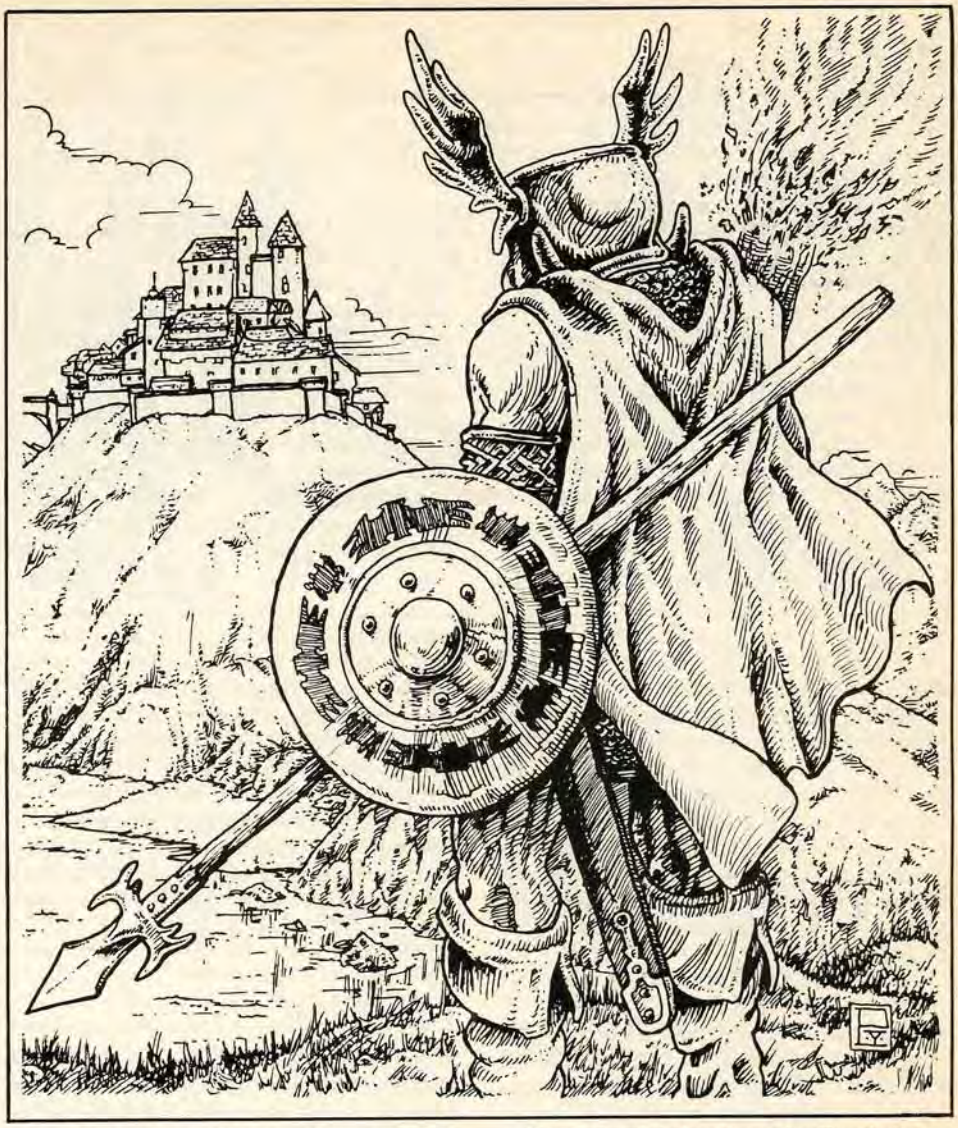
with alignment should increase the training costs of rising a level (see p86, **Dungeon Masters Guide**), but other defects in this rule cause it to be only rarely used. And in other games using alignment, there is little or no incentive to act in accordance with declared alignment.

Consequently, alignment in AD&D and other games doesn't sufficiently influence role-playing because it's an all-or-nothing proposition. To improve the effect of alignment we need smaller penalties for smaller infractions, and even more we need rewards — positive reinforcement — for actions which are especially appropriate for a character's alignment. This should lead to a better standard of role-playing in the campaign by forcing the worst role-players to improve. A player will be forced to adopt some philosophy-religion for each character, or play at a distinct disadvantage. Here are some suggestions to that end.

## Encouraging Good or Evil

In many games the principle has been established, if not stated outright, that experience points or increases in skill should come, directly or indirectly, only from adventures, not from training or other peaceful pursuits. Even if you adhere to this limiting principle, you can award experience points for certain deeds that lean strongly to one alignment. For example, under standard AD&D rules an Evil character gains nothing from burning down a village and enslaving its people (some referees might give a few points per villager killed, but this is contrary to the principle that a 'monster' must represent a threat to an adventurer in order for him to earn experience for killing it). Similarly, a Good character gains nothing (but satisfaction) from saving a village from bandits, mysterious monsters, whatever. Why not give experience points for these deeds to encourage this kind of action from Evil or Good characters? Perhaps one point per villager per experience level of the adventurer would be sufficient incentive. Then even if players have no personal interest in burning or saving a village, they'll cause their characters to act in this manner in order to earn experience points. Thus role-playing is encouraged, though players always have the option to ignore the encouragement. Similar rewards can be given for other especially Good or Evil deeds.

If you don't adhere to the principle mentioned above, you can establish a weekly reward/penalty of experience points for acting in accordance with alignment. Characters who are true to their alignment will receive a positive number of points, while those who have ignored alignment will lose experience points. But this method involves a subjective evaluation by the referee, who may not be able to point to specific events (such as razing a village) to support the evaluation. To be safe, the referee should keep the value at zero except in obvious cases.



An alternative to this weekly potential reward is an 'alignment modifier' to be applied to experience points gained from adventures. For example, characters who flirt with the wrong alignments will find their experience point award for the adventure multiplied by some number less than one. Characters who are paragons of alignment might have their award multiplied by more than one. This is still subjective, and ordinarily the multiplier should be 1 or very near it, but it may be easier to handle than the weekly reward/penalty.

In general, it is harder to play a Good character than an Evil one simply because there are so many restraints on a Good character and few on the actions of an Evil character. 'Harder' not only means that being Good requires more attention and effort, it means being Good is inherently less safe. Moreover, Good characters must not only avoid some categories of action, the truly Good ones will be good actively rather than passively, through good works rather than mere avoidance of evil deeds. The Evil character, on the other hand, can do anything he wants. If he occasionally commits a good deed, he can easily make up for it with heinous crimes of torture, perversion, and so on. True, if he fails to act evilly he may find he's become Neutral on the Good-Evil axis, but this is rarely a danger to any Evil character I've known...

Given that it is harder to be Good, there must be some mechanism, in game terms, to compensate the Good character for the limitations of his alignment. Otherwise, most characters are going to lean toward Evil. What are some possible compensations?

First, Good clerics should be able to use spells unavailable to Evil clerics. The original D&D rules implied that Evil clerics were unable to heal wounds or raise the dead because these were good acts. More recently, players and referees have argued that Evil gods should be just as powerful as Good gods, hence just as capable of helping their devotees through healing and resurrection. Whether that ought to be true or not is a moot point, but for the purpose of encouraging role-playing, I believe that good characters must have some kind of advantage in respect to clerical spells (besides, Evil characters already have advantages in clerical spell use, insofar as they can use spells as **slay living** and **animate dead** without concern, while Good characters can use them only in dire straits and consequently won't memorise them).

In my campaign, this compensation is reflected in raising the dead. This is a combination of two circumstances: Evil clerics rarely use the **raise dead** spell, either because they cannot or because they strongly dislike to use it; and it is

easier to find a cleric willing and able to raise a dead character of Good alignment than it is to find a cleric to raise an Evil character. Neutrals fall somewhere between the two extremes. Neutrals are far more likely to raise Good characters than Evil ones, not because they're pro-Good but because it's a better business proposition. In summary, if you're Good, and dead, you have a decent chance to live again; if you're Neutral, good luck (and kiss your fortune goodbye); if you're Evil, forget it.

At one time I didn't allow Evil clerics to cure wounds, but my feeling for ... realism? ... overcame my desire to encourage Good characters. The low-level spells don't come from any god or his minions, anyway. However, higher cures, especially those which come directly from a deity, are rarely usable by Evil characters.

There are other ways to reward Good characters. Evil creatures, even Lawful Evil, always watch their backs, fear those who are more powerful because they may enslave, and fear those who are weaker because they may collectively pull the stronger down out of jealousy or ambition. They miss out on one of the best defense mechanisms available to any animal, the ability to trust other Good characters including those they don't even know personally. Because of this difference, it should be relatively easy for Good characters to find and hire non-player character aid, and much harder for Evil characters in similar situations. After all, ask yourself this: if you were Neutral, would you rather deal with someone you know is Good, or someone who might be Evil? You'd take advantage of the Good character and avoid the dangers of the Evil one, I should think. Yet unless the referee runs non-player characters to reflect these attitudes, the attractions of being Evilly inclined will outweigh the advantages of Good-ness.

While compensating Good characters for their limited freedom of action, one must also be sure that Evil characters have greater freedom of action than Neutrals on the Good-Evil axis. Otherwise, players will call their characters Neutral but have them act in a somewhat Evil manner. Typically, the so-called Neutral will freely attack anyone or anything without reason, although this freedom of action ought to be reserved for Evil characters. In fact, lack of attention to restraints on Neutrals leads surely to the thug syndrome. Neutral characters must undergo an alignment change, or lose experience points, if they act either too Good or too Evil, or else all characters will come to act the same way.

## Law and Chaos

If one may generalise, it is the Good-Evil axis of alignment that can most easily be affected by rewards. On the other axis, players are so naturally Lawful or Chaotic in the way they play characters that there seems to be no way to merely encourage Lawful or Chaotic behaviour. At least, I've found none. Instead, to reflect Lawful or Chaotic philosophy-religion we need actual differences in rules and procedures for Lawful as opposed to Chaotic characters. In other words, we're encouraging Good-Evil play while more or less forcing characters to act in a Lawful or Chaotic manner.

## Chaotic Action

I have known players who rolled dice to help determine a Chaotic character's actions. How much they actually 'obeyed' the dice result is open to question, but the principle is obvious. Nonetheless, I've heard of no referee who made up dice tables to determine actions of player characters. Some referees simply order that characters take certain actions, despite the desires of the players, but this is likely to create tremendous antagonism, to say the least. The established campaign rules, rather than referee fiat, should determine actions.

For example, if you force players to play faster than they'd like, giving them insufficient time to decide what to do, a form of chaos results. Some referees do this to everyone. Others, such as myself, like to watch the players plan and overcome obstacles by brainwork, so they may give players 10 minutes to think about one minute in the game. To help reproduce the effects of alignment, allow Lawful groups to have as much time as they desire, but force Chaotic groups to play quickly.

Players who play repeatedly in the same group, with the same characters, can overcome the disadvantage of 'fast time' to some extent, often by letting one player make most of the decisions. But Chaotic action can be simulated in other ways. First, absolutely prohibit any discussion between players that could not occur in the situation presented in the game. For example, two characters separated by 30 feet, who are trying not to make noise, can't talk to one another so neither can the players involved (some referees do this all the time; others such as myself are anything but strict about it with Lawful parties). In some situations the prohibition won't make much difference, but in others it will. At the same time, have each player state (in order of character dexterity, perhaps, from lowest to highest) what his character is doing. This is bound to create some disorganisation: the player speaking last can react to what has gone before, but a player speaking early in the round may do something quite at variance with what others hope. You can take this one step further, at some cost in convenience, by requiring each player to write down, on a 3" x 5" card, what the character is doing during the round. That really makes for chaos! Once again these measures should be imposed on Chaotic-leaning parties, not Lawful ones.

## Lawful Action

Something should be done to force characters to act Lawfully, as well.

The epitome of chaos in AD&D is the **Deck of Many Things** (other games sometimes have similar randomising devices). Here we have an item which grants great boons or inflicts great woes at the random draw of a card. Can you imagine a truly Lawful character consigning their fate to chance by drawing cards? Only the howling Chaot, or perhaps a Neutral who doesn't give much of a damn about their own welfare (and probably ought to be called Chaotic) should be allowed as a matter of alignment to choose from a **Deck of Many Things**. Or to put it another way, any Lawful drawing from a Deck, except in circumstances in which nothing else can save the party, is committing a most heinous Chaotic act and should have their alignment changed accordingly! Similarly, any kind of random button-pushing, lever-pulling, or dice rolling (to decide which direction to go, for example) is the antithesis of Lawfulness. But warn the players, give them a chance to change their minds, before you drop a god's wrath on their characters. If you don't enforce the Law/Chaos axis in such a clear-cut case as this, you may as well revert to the original

system in which only Good and Evil existed (though they were called Law and Chaos).

If you want to break nominally Lawful characters of Chaotic habits by negative reinforcement rather than by alignment change, modified Decks may reform them quickly. The modified Decks should be almost wholly unbeneficial. For example, have the player pick a card without looking at it and hand it to you. Consult a table you've constructed which converts good Deck cards to bad. Even better, make up 'Decks of Several Things' which are predominantly unbeneficial. After a run of bad draws, players will begin to think that 'randomising' isn't such a good idea. Or if they don't catch on, and keep picking, they get what they deserve for such foolishness. After all, who is to say that someone making a magic Deck will balance good and bad? Levers and buttons to push and pull will accomplish the same end. Those who customarily monkey with everything in sight will soon change their habits when the results are usually bad.

## Treasure

Different groups of players seem to have different ways of dividing non-monetary treasure obtained during adventures. But the referee can impose rules which simulate Law or Chaos. For example, the most Chaotic method would be 'grabbers keepers' — whoever gets their hands on a treasure first, keeps it, at least until someone else forces or persuades them to give it up. The most Lawful method might be to have the players decide, logically and calmly, who most deserves, and can most use, each item found, and if some items are particularly valuable, compensation can be paid to the less fortunate. However, there are very few groups of players who can do this without generating hard feelings, at best, and violent antagonism at worst. As a practical matter, the most Lawful method I impose is to require each player (not character, again for obvious reasons) to roll a d20. The highest roller chooses first, lowest last; if there are more items than players, the sequence begins again at the bottom, working up. So the player who picked first in the first round will pick last in the second. Players can then decide for themselves what items are most valuable, regardless of the character class involved, and continuing the choice from the bottom up helps even out the value of the items picked.

If 'grabbers keepers' also results in antagonism, then a Chaotic method which is more peaceful is to have each player roll separately for each magic item, as it is found. Granted, this may result in one player receiving several items, and another none, but what could be more Chaotic?

## Hit Points

The most orderly and predictable method of assigning hit points would be to give each character exactly the average increase at each level, for example $4\frac{1}{2}$ for a fighter, $3\frac{1}{2}$ for a cleric in AD&D. If half hit points are not wanted, the player can flip a coin to get 1-2, adding an appropriate number to give the required average. For example, 1-2 +4 is the same average as 1-10, though the range and standard deviation are much smaller. Anything in between can be used, such as d4+3, d6+2 or d8+1. To simulate Law/Chaos, require Chaotic characters to roll the normal hit die, giving the large variation; require Lawful characters to roll a d2 (coin) or d4 and add as appropriate; and let characters who are neither Lawful nor Chaotic choose something in between, depending on which way they lean. If you use this method, it should be mandatory for all characters, not a matter of choice.

## Conclusion

Some of the methods above won't work if players form parties consisting of mixed alignments of characters. Having had experience with both 'pure' and mixed parties, I've learned that the more mixed the alignments are, the less alignment affects the personalities and actions of the player-characters. The extreme is the party including all alignments, Good and Evil, Law and Chaos: everyone is forced to act Neutrally in order to somehow tolerate the others, with a leaning toward the thug syndrome (frankly, if I ever referee an extremely mixed party I'll make sure they're at each others' throats in no time, or a lot of alignments will change!). When everyone is of the same alignment, it's easier to collectively act in accordance with that alignment. In fact, there's kind of reinforcing moral support in numbers and purity which makes it easier to act 'righteously'.

The more extreme one's alignment is, the harder it is to act properly in a mixed party because the other party members are likely to disagree with your proposed course of action for one reason or another related to the alignment. Consider a Lawful Good character in a Neutral/Neutral party. When he proposes a Good act, the Neutrals may want to avoid it because it would be dangerous yet gains nothing for them. When the Neutrals want to try something that has the taint of Evil and Chaos, the Lawful Good character will have great difficulty dissuading them unless he is far more powerful or is indispensible to the party.

If alignment is to be useful guide to role-playing in your campaign, you must go beyond the published rules to encourage, or enforce, action in accordance with alignment. Otherwise, unless you're a very fortunate referee, you may as well forget it, and resign yourself to watching the thug syndrome dominate play.

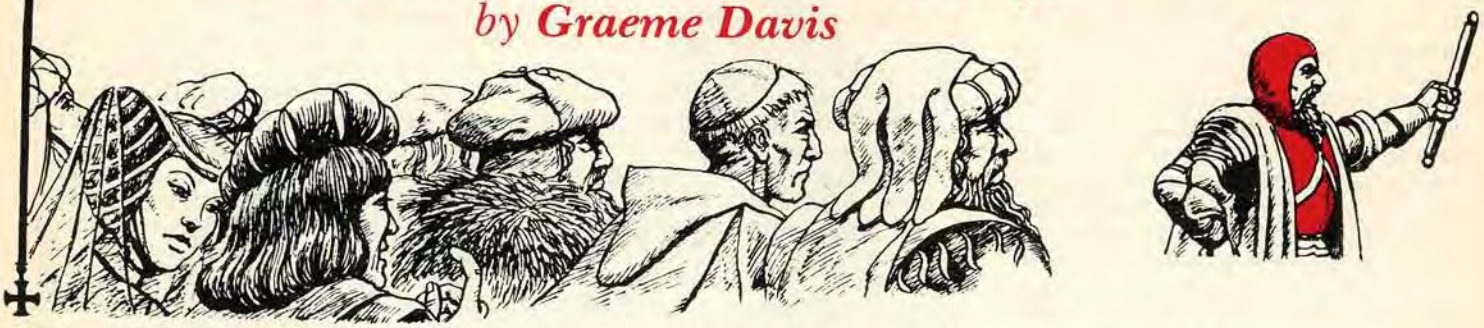
***Lew Pulsipher***

BEATTIES
£250 INSTANT CREDIT
Subject to status. Please ask or write for details. Typical APR 29.8 variable. Finance provided by Welbeck Cardholder Services Ltd., Welbeck House, Bond Street, Bristol, Avon. BS1 3LB.
Licensed Credit Brokers
For Dungeons & Dragons® just venture through our portals into our mystical halls, here you'll find the treasure you seek.
HOLBORN 202 High Holborn, London WC1V 7BD 01-405 6285/8592
LEWISHAM 210 Lewisham High Street, London SE13 6JP 01-852 0449
*SOUTHGATE 10 The Broadway, Southgate, London N14 6PN 01-886 4258
BIRMINGHAM 021-643 8604 26 South Mall, B'ham Shopping Centre, B2 4XD
BLACKPOOL 19 Hounds Hill Centre, Victoria Street, FY1 4HU 0253 26461
BRIGHTON 4-8 Dyke Road, BN1 3FE 0273 776626
BRISTOL 17-19 Penn Street, BS1 3AW 0272 20259
CARDIFF Northgate House, Kingsway, CF1 4AD 0222 397645
CROYDON 135A North End, CR0 1TN 01-688 1585
KINGSTON 30-32 Eden Street, KT1 1EP 01-549 5464
LEEDS 16-18 King Charles Street, LS1 6LT 0532 456611
LIVERPOOL 36/37 Dawson Way, St. John's Centre, L1 1LJ 051 709 0799
MANCHESTER 4-6 Brown Street, off Market St. M2 1EE 061 834 0229
NEWCASTLE 43/47 Pilgrim Street, NE1 6DE 0632 324161
NOTTINGHAM 3 Mount Street, NG1 6JW 0602 411693
ROMFORD 7/11 High Street, RM1 1JU 0708 24283
SHEFFIELD 38 Pinstone Street, S1 2HN 0742 77864
SOUTHAMPTON 114 East Street, SO1 1HD 0703 24843
WATFORD 70 The Parade, High Street, WD1 2AW 0923 27563
*MAIL ORDERS TO SOUTHGATE

# AS GOD IS MY WITNESS

## *The Judicium Dei in Medieval Europe*

*by* **Graeme Davis**



The Judicium Dei, or trial by ordeal, was perhaps one of the most colourful aspects of the medieval legal system, as well as one of the most misunderstood. The later use of various types of ordeal in witch-trials has led to the widespread impression that trial by ordeal was no more than a means of tormenting a prisoner whose fate was already sealed. While this may way have been the case in the 16th and 17th centuries, the original Judicium Dei of Anglo-Saxon law formed a coherent body of legislation revolving around the certainty of divine intervention on behalf of an innocent party.

The biographies of the early saints show us that divine miracles were an accepted part of everyday life in Dark Age and early Medieval Europe, so that it was unthinkable that a direct appeal to divine justice should go unanswered. On the other hand, though, the biblical stricture about testing God's powers does seem to have been forgotten, since the ordeals are explicit attempts to force a miracle — in effect, those conducting the trial are saying, 'Okay, God, give us a miracle or this character gets it'.

Whatever the rights and wrongs of the concept of trial by ordeal, however, it remains an interesting and unusual legal practice, which might be used to add a little medieval authenticity to a despotic state in any fantasy campaign. It was not a new idea in the Dark Ages; the Book of Numbers, V, 11-31 gives the procedure for an ordeal by holy water, similar to the Saxon trial by Parsned (see below), to determine whether or not a woman is guilty of adultery, while the Greek playwright Sophocles (*Antigone*, v.270) was familiar with an ordeal by hot iron similar to the Saxon ordeal described below.

To set the Judicium Dei in its historical and legal context, it must be said that the more usual form of trial in Anglo-Saxon England was somewhat less theatrical. The plaintiff in a civil case, having obtained leave (probably from his lord's manor court, as in Norman times) to take his grievance to the county court (*scyrgemot* or *shire moot*), took oath on the truth of his claim and presented as many witnesses as would willingly support him. They were under no compulsion to attend the court, as today, but appeared of their own free will, and a man who could persuade no-one to support him had no case. The witnesses took oath in turn, and the defendant then presented his case in a similar manner. Judgement was then made, and execution of the judgement or surety of execution was arranged.

### Twelve-handed Witness

The procedure in criminal cases was broadly similar, the accuser becoming prosecutor by virtue of his accusation, and the accused, if he swore to his innocence, being charged with the task of clearing his name. There was only one set of witnesses, who were not supporters of one side or the other, and their attendance in the court was compulsory.

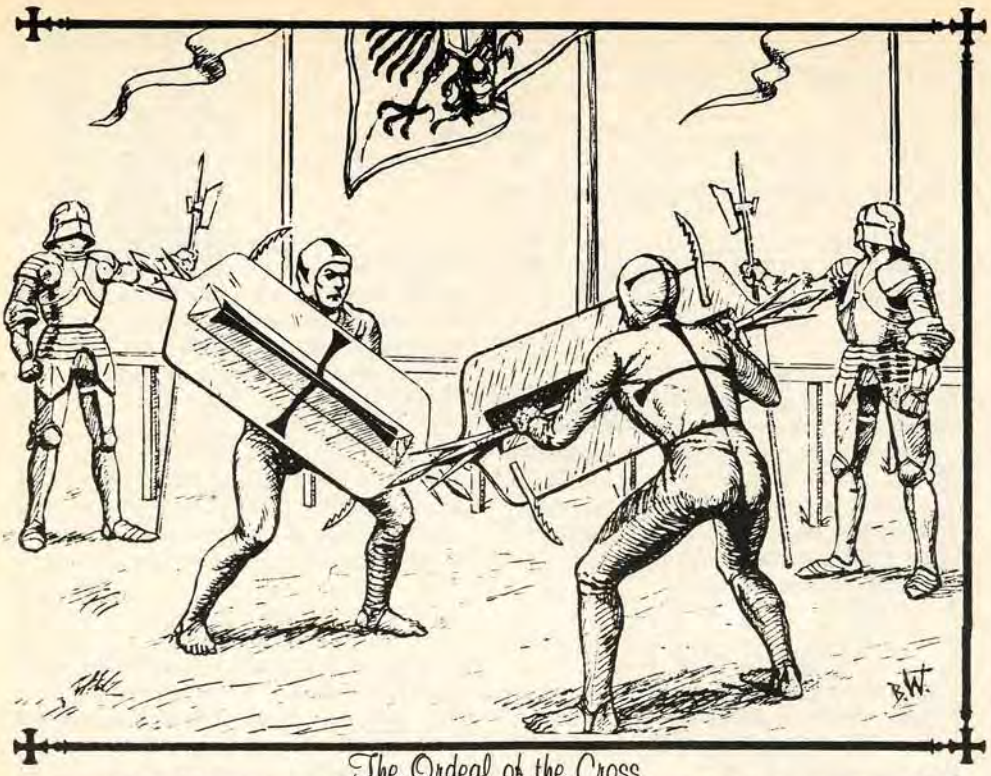
The importance of witnesses to this system cannot be overstated; especially in civil cases, they could make or break a case, and it was possible for a defendant to clear himself of some charges by appearing at the court 'twelve-handed' — with a dozen people who were willing to swear to his innocence — although the numbers of witnesses needed depended upon the seriousness of the charge and the social standing of the defendant. This and other oath sureties, along with sureties on land, holdings and other property, formed the backbone of the legal system, and trial by ordeal was generally only applied as a last resort; a demonstration, if you will, that God was prepared to support a man where perhaps his neighbours had failed to do so.

Once leave had been sought and granted for a trial by ordeal, the type of ordeal was prescribed, depending upon the nature of the charge and the social standing of the defendant, and solemn preparations were made for the test. The Saxon king Æthelstan issued a decree in AD928 concerning trial by ordeal, which sets down the following preparations:

*'Such who are to be tried by ordeal, shall be ceremoniously prepared thereunto, with the solemn manner of that trial... Let him who shall... be tried by the ordeal go to the mass priest three days before he enters upon the trial, that the priest may hallow it according to custom; and in the meantime let him feed on bread and water, salt, and herbs only, and besides let him be present on those days at the mass, and let him offer his gift. Moreover, on the day wherein he is to enter upon the ordeal, let him take the bread of the Eucharist, and swear the oath, according to folk-right, that he is innocent of the crime of which he is accused. And then let the accuser urge the accusation by a fore-oath as we before ordained, and let every one of the persons on either side who may be there, be fasting, by the command of God and the priest, and let not either accuser or accused come attended by more than twelve persons'*. This last condition was presumably to avert any threat to public order or to the fairness of the trial which might be posed by the presence of large numbers of supporters of one or both sides.

### Prescribed Ordeals

When all the ritual preparations had taken place, the trial could begin. There were various types of ordeal, according to the nature and gravity of the charge and the social standing of the accused. The ordeal of fire was normally reserved for those of higher birth, while the lower classes were subjected to the ordeal of hot water. The ordeal of cold water was also used on commoners, but is more famous today for its re-use in the 16th century for 'swimming' witches. Other ordeals were prescribed for special circumstances. An ordeal could be onefold (*simplex*) or threefold (*triplex*) according to the crime involved. The most common crimes demanding a threefold ordeal were sacrilege, treason, murder, idolatry, sorcery, and counterfeiting, although a person of ill-repute could be set a threefold ordeal for any crime on the basis of his known antisocial tendencies. The most common punishment accompanying a failed ordeal was death, although loss of one hand was the usual penalty for striking false coin. In some cases it was possible to commute the penalty into a fine equal to the *wer* of the accused; this sum was, literally, his worth, and was also used to calculate compensation for his death (*wergild*) and the value of his oath. In order to commute a penalty to such a fine, the accused and/or a number of his kin had to stand surety for his future good behaviour — in effect, the accused would be given a suspended sentence and bound over to keep the peace.



## The Ordeal of the Cross

Commonly used in ecclesiastical cases or cases involving canon law, there were two forms of this ordeal. The first and common form involved two wooden rods wrapped around with wool, upon one of which was inscribed the sign of the cross; most, the ordeal was simply a heads-or-tails affair in which the accused had to pick the rod with the cross.

The second form, sometimes used in civil cases involving the clergy, involved both sides standing before the high cross of a church with their arms outstretched as if crucified. Whoever became exhausted first, so that he was unable to hold up his arms, lost the case. Naturally, the clergy were able to appoint a representative or champion in order to avoid compromising the dignity of their position.

## The Ordeal of Cold Water

For this ordeal, the accused was stripped and sprinkled with holy water, and then his hands were bound to his feet and a rope was tied about his waist. This rope was marked with a knot 2½ ells (approx 9ft 6in) from the end around the accused's waist (Æthelstan's laws only required 1½ ells, about 5ft 6in), and the accused was thrown into a river, pond or other convenient body of water. The principle behind the ordeal was that the water, being a pure and natural element, would reject evil, so that in order to prove his innocence the accused was required to sink until the knot on the rope went underwater. This ordeal formed the basis for the 16th century practice of 'ducking' or 'swimming' suspected witches, and may have been altered at the time to make it more difficult, but certainly those who drowned at any time through this ordeal were acquitted of all charges and given a Christian burial.

## The Ordeal of Hot Water

This ordeal is similar in some ways to the Ordeal of Fire, and was sometimes used as a commoners' variant. The accused had to retrieve a stone from the bottom of a vessel full of boiling water; the water was wrist-deep for a onefold ordeal, or elbow-deep for a threefold ordeal. As with the Ordeal of Fire, the accused's arm was bound and sealed and inspected after three days for any sign of injury.

## Trial by Combat

This was a means apparently widely used by the richer classes, who could appoint a champion rather than fight in person. Trial by combat was perhaps less willingly granted than the other forms of ordeal, at least in criminal cases; however, William the conquerer decreed that any Saxon accused by a Norman of theft, perjury, murder, manslaughter or robbery had the automatic right of recourse to arms.

Trial by combat was a fairly simple affair in England, the nobles using lance, sword, dagger and sometimes axe, while the commons used quarterstaves or sandbags. In Medieval Germany, however, judicial duel was a far more elaborate affair, with a wider range of weapons and a greater variety of causes and types of duel.

One type of duel was that of husband against wife, to settle domestic cases. The husband was put in a waist deep hole or barrel with his left hand bound tightly to his side and a short wooden stave in his right. The wife stripped down to her chemise, which was bound together between the knees for the sake of decency, and was equipped with a three-pound rock, hung in a fold of her sleeve, for use as an improvised flail or a blackjack.

This was by no means the most bizarre form of judicial duel practised in Germany; one of the strangest duelling weapons was with the *schild* (see fig 1) — literally a shield, but equipped with a number of blades and points for use as a weapon. It was used two-handed, with a shortened quarterstaff grip, and its great number of points made it a very complicated weapon to use. Occasionally the shield would be held one-handed, and the combatants would have small clubs.

Another unusual weapon was the *hutt* (lit. 'hat') which may have developed from the use of the helmet as a mailed fist. The weapon was like a small helmet or domed shield-boss, and was used for parrying and in bludgeoning attacks, sometimes alone but more frequently in conjunction with a one-handed sword or dagger.

More mundane weapons used in duels included swords of all descriptions, two-handed swords being especially popular, as well as battleaxes, poleaxes and daggers. Full armour was worn when fighting with most weapons, although pure swordfights frequently took place in just doublet and hose. One duelling manual illustrates combatants using the *schild* as being dressed in a type of hooded catsuit which leaves only the face, hands and feet bare, but it is not known whether this was the usual dress for such a duel.

To return to England, it was customary for the loser in a trial by combat to pay a fine in addition to relinquishing his claim, especially in cases involving property, and if a champion was employed. In the more important cases the losing champion was likely to lose a hand, presumably since the likelihood of becoming a cripple would make him less sympathetic towards any attempt at bribery.

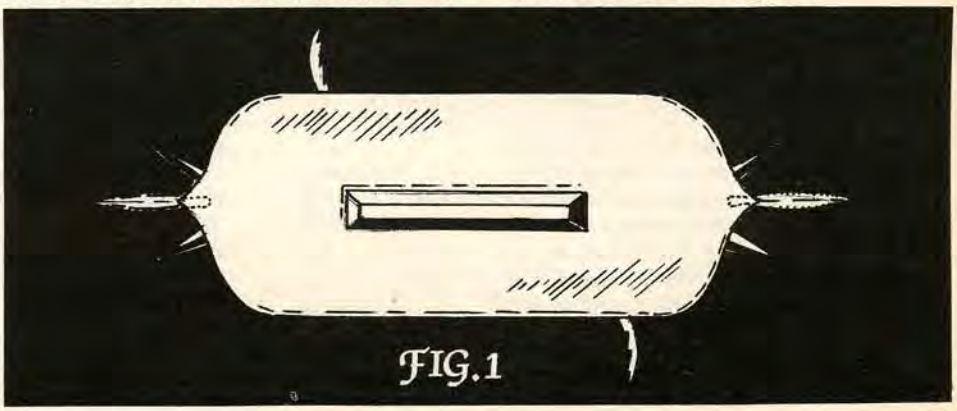


FIG.1

### The Ordeal of Parsned

Also known as Corsned, this ordeal was based upon the assumption that the sacred nature of Communion bread would cause it to have an unpleasant effect on any evildoer. The use of Communion bread for the ordeal was later considered profane, and a cake of barley bread of one ounce in weight was used instead. It was believed that an evildoer would be unable to swallow the sacramental host, or that it would cause severe internal pains as it tried to purge the body of evil.

One of the less arduous ordeals, this is the trial to which clergymen most often appealed, perhaps understandably.

### The Ordeal of the Corpse

Commonly used in murder cases, this was perhaps more like an identity parade than an ordeal, as a number of suspects were made to approach the body, which, it was believed, would begin to bleed again in the presence of the murderer. Other reports tell of the spirit of the murder victim returning to identify the culprit under similar circumstances.

### The Ordeal of Fire

While the accused was being prepared for this ordeal, four stakes were set up at intervals of 3 feet, marking out a total distance of 9 feet or three paces. The hand of the accused was washed with holy water and inspected to prevent subterfuge, and he was made to stand by the first stake, where he received the 'judgement', a piece of iron weighing one pound for a onefold ordeal or three pounds for a threefold ordeal, which had been heated to red. According to Æthelstan, *'At the first mark next to the stake he shall set his right foot, and at the second his left foot, and thence he shall remove his right foot to the third mark, where he shall throw down the iron and hasten to the holy altar'*. At the church, his hand was bound and sealed with the church seal, and it was inspected after three days. If there was no trace of a burn, the accused was judged to be innocent through this miraculous recovery.

There are some references to an alternative form of ordeal by fire, whereby the accused has to walk barefoot over nine red-hot ploughshares, or according to some sources, walk blindfold over them without treading on any. The evidence for this ordeal is sketchy and has been subject to some doubt, and if it was used it was certainly a much rarer form.

Trial by ordeal forms only one aspect, and a small one at that, of the Medieval legal system. In a campaign, of course, it might be possible to have an extreme despotism in which all legal matters are settled by ordeal or combat; Suetonius' life of the Roman Emperor Caligula or a history of the reign of Commodus will provide the aspiring tyrant with lots of ideas along these lines.

## Hindu Ordeals

It is not only European Medieval law which uses the concept of trial by ordeal; Hindu law prescribes eight types of ordeal, some of which are totally different to those used in Europe, while others are variations of those already described.

### Trial by Balance

The accused was ritually prepared and weighed. The charge was written on a piece of paper which was bound to his head and he was weighed again. If he was lighter the seond time, his innocence was proved! If both readings were the same, he was reweighed until a difference was found.

### Trial by Hot Oil

Apart from the use of oil, which presumably permitted a higher temperature, this was identical to the European trial by hot water.

### Trial by Hot Iron

As the European version, except that the accused's hand is prepared with certain herbs, and he must step through a succession of eight circles marked on the ground while carrying the hot iron, throwing it into the ninth.

### Trial by Fire

This trial involved walking a prescribed distance over hot coals, while the feet remained unharmed.

### Trial by Water

Holding the foot or staff of a Brahmin who stands on the riverbank to supervise the ordeal, the accused must remain submerged for as long as it takes for a man to walk the prescribed distance.

### Trial by Poison

There are two forms of this ordeal; the accused either takes poison himself or must retrieve an object from a jar containing one or more poisonous snakes.

### Trial by Cosha

Cosha is water in which idols have been ritually washed. It is not clear whether this water is applied to the accused internally or externally, but if he is guilty it will produce a disease of some kind.

### Trial by Lot

Two figurines, commonly representing a patron deity of justice, are placed in a pot. One is of silver, the other of iron. The accused, blindfolded, must draw out the silver figurine to establish his innocence.

For any reader interested in learning more about the early Medieval English legal system, there are a number of general books in paperback, such as Wilson's *The Anglo-Saxons* and Waitlock's *The Beginning of English Society* (both published in the UK by Pelican), which give a good overall view of English history and society in this period. Many of the finer details are only to be found in specialised publications which the general reader will probably find difficult to obtain.

As a tailpiece, it is worth noting that there are several magical items mentioned in Medieval European literature which operate along a similar principle to the trial by ordeal. Gerald of Wales, for example, in his *History and Topography of Ireland*, mentions a cross in Dublin which twice threw back a coin that was offered there by an archer who had recently been guilty of sacrilege; at last the archer confessed and did penance, and the cross accepted the coin. Ariosto, in *Orlando Furioso*, mentions a magical cup, from which no lady might drink who had been false to her husband, for it would spill its contents on her. The Holy Grail itself appears to be a similar item, as only the purest knight who has ever lived could so much as lay hands on it, while the sword in the stone seems to have worked in the same way, and there are many similar concepts in Arthurian legend.

***Graeme Davis***

## Bibliography

*The main sources used in this article are as follows:*


Coote, H C — 'On the Legal Procedure of the Anglo-Saxons' *Archeologia XLI* (1867), pp 207-18

Gibson, W S — 'On some Ancient Modes of Trial, especially those in which Appeal was made to the Divine Judgement through the Ordeals of Water, Fire and other Judicia Dei' *Archeologia XXXI* (1847), pp 263-97

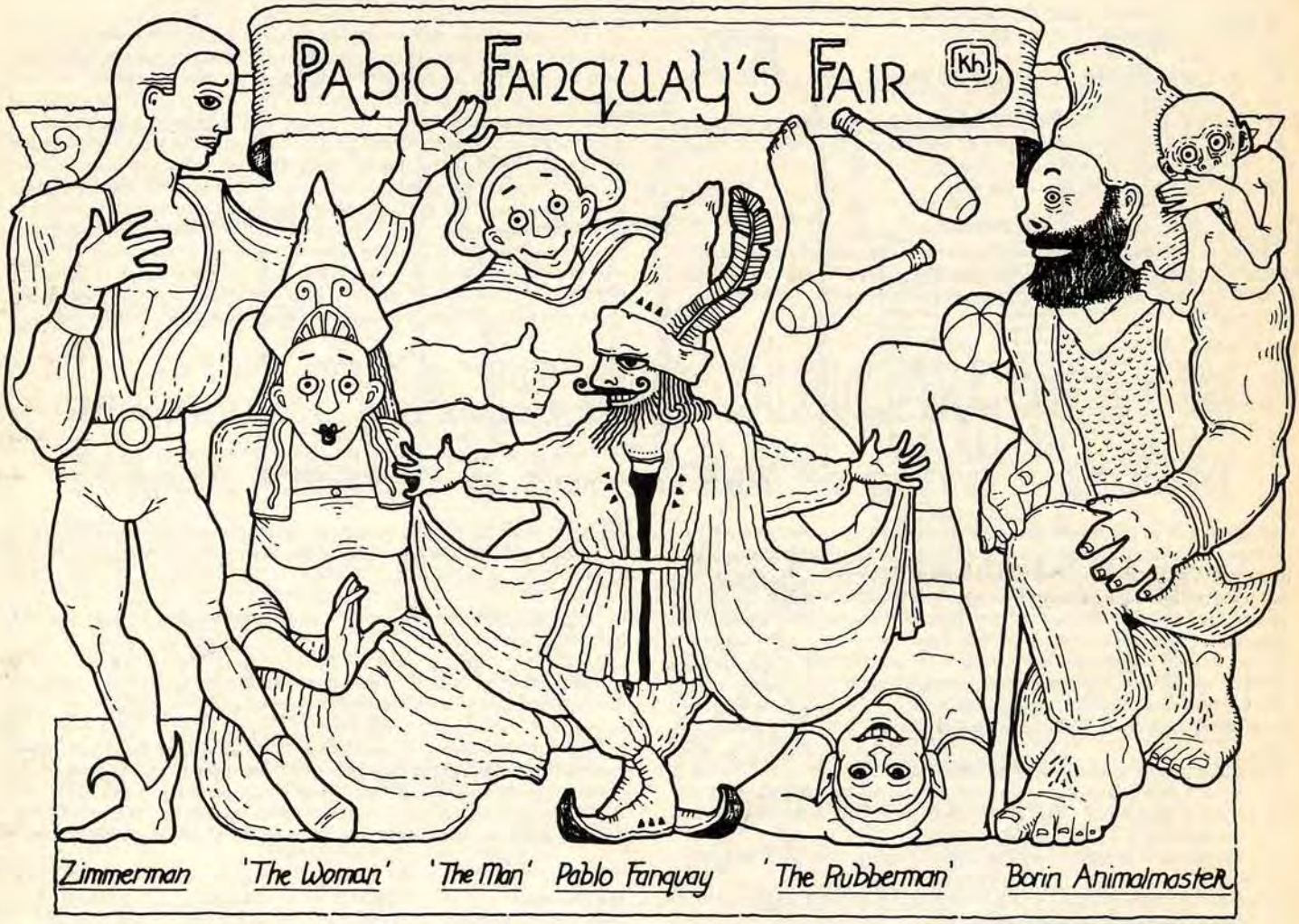
Pearsall, R L — 'Some Observations on Judicial Duels, as practised in Germany' *Archeologia XXIX* (1842), pp 348-61

Vidal, R S — 'Some Remarks on the different kinds of trial by Ordeal, which formerly prevailed in England' *Archeologia XV* (1806), pp 192-7.


*Archeologia* is the Journal of the Society of Antiquaries of London. Ancient sources mentioned in the text can all be found in the paperback Penguin Classics series.

# PELINORE

## THE CITY LEAGUE




## 19 PABLO FANQUAY'S FAIR

Pablo Fanquay's Fair has been a welcome sight around the labyrinthine streets of the League for many years. Although the individual performers come and go, Pablo manages to maintain high standards and so his Fair is hailed as the best. It's not an easy reputation to maintain; there are other Fairs, not all run by honest law-abiding citizens like Pablo. Bribing acts to move from one Fair to another is common practice, and star performers mysteriously disappear. But as few questions are asked of the past in the Guild of Thespians, star performers can mysteriously appear as well. The Guild of Thespians is a strange body; a performer is not expected to join immediately but only after proving his or her talent. It's interesting to note that there has never been a popular street performer that was not a member of the Guild. Pablo is a member as are all of his troupe. They live in brightly coloured wagons, moving from one site to another, never staying more than five nights in one location, and constantly harrassed by petty officialdom over this By-law or that.... But even on Festival Days, with the restriction on the gathering of crowds, the show must go on!

### 19a Pablo Fanquay; M; Fr10; C/CG;
Whip; AC 5/6; hp 40/60

G

| | | |
|---|---|---|
| S | 12 | ☐ *Normally in brown leathers, but at show-time dons a scarlet robe with yellow trim and a tall green hat with a huge bright feather* |
| I | 17 | |
| W | 14 | |
| D | 16 | ☐ *Showman (Thespian)* |
| C | 15 | ☐ *Loud, charming, shrewd, devious and unscrupulous* |
| Ch | 18 | ☐ *Claims acquaintance with practically everyone of note, all know of him but few know him – an enigma* |

### 19b The Rubberman (aka Longelf); M; Fr6; N/LN;
No weapon; AC 6; hp 20/30;

E

| | | |
|---|---|---|
| S | 9 | ☐ *Dull cloth smock and trews during the day, red trunks during performances* |
| I | 13 | |
| W | 12 | ☐ *Tumbler and Contortionist (Thespian)* |
| D | 18 | ☐ *Selfish, introverted, mean, trustworthy, paradoxical* |
| C | 12 | ☐ *No known friends, confidant of Pablo (**19a**) and is his deputy* |
| Ch | 17 | |

### 19c The Man (aka i'Nimma); F; Fr3; L/LG;
No weapon; AC 9/10; hp 9/12

H

| | | |
|---|---|---|
| S | 10 | ☐ *Various costumes depending on the performance, always plays a man* |
| I | 17 | |
| W | 14 | ☐ *Mummer (Thespian)* |
| D | 13 | ☐ *Warm, generous, caring, shy, stubborn, will of iron* |
| C | 9 | ☐ *Twin sister of The Woman (**19d**), niece of Fiorrantanis (**9b**) and Deorrantanis (**50a**)* |
| Ch | 18 | |

### 19d The Woman (aka i'Nemma); F; Fr3; L/LG;
No weapon; AC 9/10; hp 9/12

H

| | | |
|---|---|---|
| S | 10 | ☐ *Various costumes depending on the performance, always plays a woman* |
| I | 17 | |
| W | 14 | ☐ *Mummer (Thespian)* |
| D | 13 | ☐ *Warm, generous, caring, cocky, stubborn, will of iron* |
| C | 9 | ☐ *Twin sister of The Man (**19c**), niece of Fiorrantanis (**9b**) and Deorrantanis (**50a**)* |
| Ch | 18 | |

**19e** **Borin Animalmaster;** M; F8/R8; L/NG;
Trident and whip; AC 5; hp 55/60

H
S 17 ☐ *Huge, dark and bearded, wears chain mail over leathers*
I 13 ☐ *Retired adventurer now Animal Trainer (Thespian)*
W 14 ☐ *Jolly, loud, cheerful, secretly deeply sad*
D 11 ☐ *A loner – Borin has a way with animals, he considers them*
C 14 *his friends; his current collection includes a boggle, a*
Ch 13 *dakon and two owl-bears*

**19f** **Zimmerman;** M; Th7; C/LE;
Dagger; AC 7/8; hp 20/35

H
S 8 ☐ *Handsome (for a human), tall, blonde, dresses in colourful*
I 9 *silks*
W 7 ☐ *Full-time thief, singer (Thespian); Zim sings beautifully but*
D 18 *still makes more money as an expert pick-pocket*
C 12 ☐ *Charming, mesmeric, sneaky*
Ch 18 ☐ *Brother of Flossy Jostle (**1b**)*

**19g** Accompanying the Fair are six boys and girls who clean and cook for the troupe and twelve men-at-arms who double as porters. The men-at-arms are all F2, hp 9 and are armed with spears and broad-swords.

# STORYLINES

1. It has been a worry to Pablo for some time that a crafty team of pick-pockets seems to be dogging the footsteps of his Fair. Although not a gnome to begrudge anyone a living, Pablo doesn't want to acquire a reputation that might prejudice his earnings. Thus he is quite likely to hire a few sophisticated adventurers to find out what is going on. In fact it is Zim who is picking pockets whilst he walks amongst the crowd singing. His singing is so beautiful, his normal chance of being able to escape detection is doubled (to 42% in AD&D games).

2. In the troupe are twins who are brilliant mummers. They enact the roles of ordinary folk with great poignancy; touching the hearts of all who watch with their carefully drawn portraits of everyday life. The DM can use them for several purposes; one of which is to introduce adventures to the players. In these days of great superstition, a mummer's show might attract great attention and it would not be hard for PCs to hear of it. They could then watch the show and recieve what, to them, seem like clear instructions. If questioned, the twins will always say that their performances appear to them in dreams and will offer no further information. For example, if a DM wants players to embark on module S1 (being a sadist) the mummers could tell of a wolf-hunter and her husband out on a hunt during which they found the entrance to the Tomb of Horrors. The mummers describe how to get there and even introduce some extra clues about the dungeon.

# WORK OR PLAY?

## Making a living on the Streets of the City League

Not everyone in the world makes their living from seeking out nasty holes in the ground and persuading innocent cockatrices and shambling mounds to give up their hard earned cash. Some people actually work for a living. Not least among this peerless group are those who work within the brotherly embrace of the Guild of Thespians. Nowhere is the distinction between the haves and the have-nots more clearly defined: a Thespian with talent can be assured of fame, food, and a fortune; one without could have fame of a kind, inedible food thrown at him or her, and be fortunate to escape alive. Even in the City League there are those who care genuinely about public opinion.

Counted among the Thespians you will find:

**actors**, either singly or in bands, who with memorised word and studied movement recreate heroic deeds or moments of love unrequited;
**yarners and jokers** repeating sagas of epic proportions and merry jests;
**prestidigitators** astonishing the crowds with their sleight of hand (or, who knows, genuine magic!);
**jugglers** apparently defying gravity and appearing to have four hands (those jugglers that already have four hands would be expected by the discerning crowd to appear to have at least six);
**acrobats** performing death-defying stunts and fine feats of balance;
**ventriloquists** causing consternation by casting their cries about the courtyards;
**animal trainers** and their performing xorns, hoar foxes and gelatinous cubes;
**dancers** enchanting all with their grace;
**mummers** causing laughter and tears and never uttering a word;
**singers** giving voice to the feelings of the ordinary people and keeping a wary eye open for any wandering bards (you might seek to emphasise their monopoly in that field);

all these and more you will find — each one vying with the next for the praise and reward of the crowd.

What then of a PC who needs to make enough for a hot supper and a night's shelter? As can be seen there are many professions to lure him, all of which fall under the aegis of the Guild of Thespians. Naturally, a player will be well advised only to attempt those things at which the character would have a reasonable chance of being competent. Remember, though, that no PC would ever be as good as a trained Thespian — they simply would not have the time to acquire the expertise and polish. A magic-user or illusionist should have no fears of prestidigitation or ventriloquism, or of providing entertaining light shows to enhance the performance of actors or mummers. Thieves and thief-acrobats could reasonably expect to be successful as jugglers, dancers or acrobats — though the thief-acrobats should remember that the skills required in the class are not designed to be appreciated by a critical and ignorant public.

The most important ability needed by the PC is charisma. How much can be earned will depend upon charisma, the mood of the crowd and the local conditions.

In order to calculate how much is earned the DM should use the following procedure:

1. Establish how many people come to watch by rolling 1d12 and adding the result to the character's charisma

2. Apply the modifiers shown below to calculate the final number of people watching at the end of the performance. If you are not sure which option applies, roll 1d6 to determine the modifier in each case. The modifiers are cumulative. A fortunate soul with a high charisma could have as many as 240 people watching by the end of the performance.

| Modification | DOUBLE | SAME | HALF |
|---|---|---|---|
| Area of City League | (1) Wealthy | (2-4) Normal | (5-6) Poor |
| Local activity | (1-2) Holiday[1] | (3-5) Normal | (6) Day of Gloom[2] |
| Neighbours | (1-3) Near Event[3] | | (4-6) Near others[4] |
| Weather | | (1-4) Fair | (5-6) Rain |

**Notes:**
[1] — A holiday would be a day of public celebration like a Feast day or the day of a hanging; *not* to be confused with Festival Days, during which assemblies of more than 30 people are supposedly banned
[2] — A day of gloom would be one on which new taxes had been declared
[3] — An event would be something like the Circus or a public flogging
[4] — If the performance takes place near Thespians remember they are likely to take a very dim view of the competition and may well get a bit rough.

3. Each watcher will then throw 1d4 copper coins as reward for the performance.

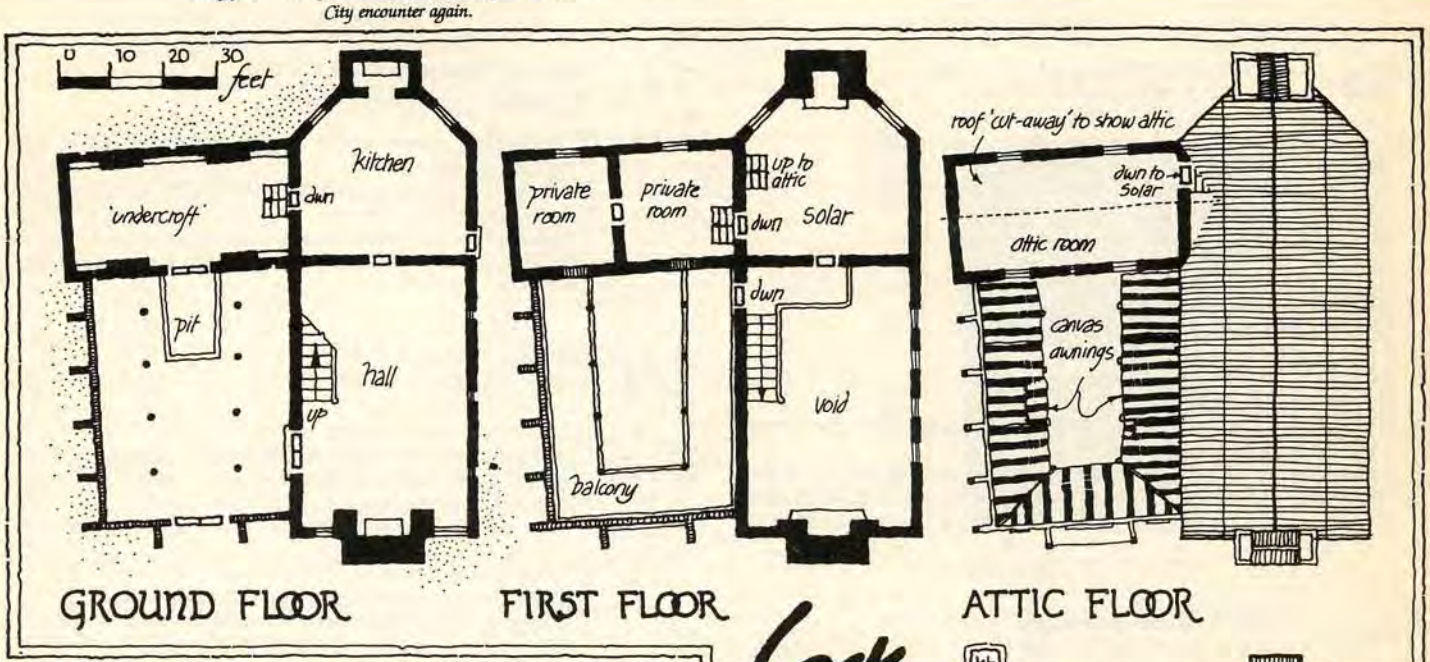
A successful performance may bring its own problems as if more than 150 gather to watch the District Militia will arrive in 1d4 turns to ask them to move along. In the meantime, the performers may find that they have upset a few travellers and traders by blocking the streets. Similarly if more than 200 copper coins are thrown then the local beggars and thieves will 'help' the PC remove them at the rate of 1d20 coins per melee round until the remainder are removed.

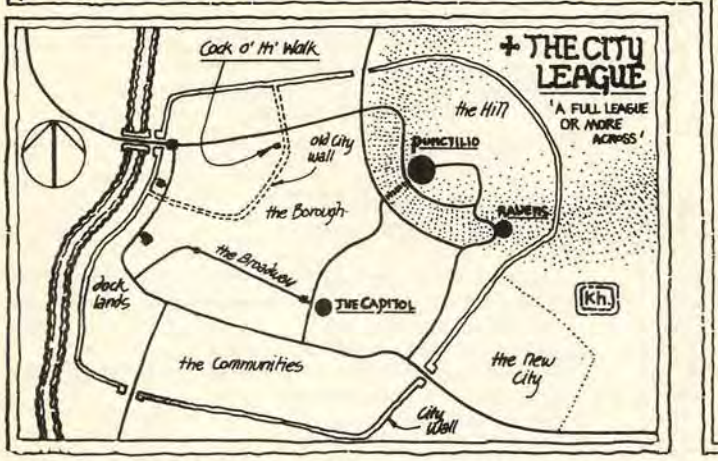
**PC Breakdancing:** A more entertaining way of achieving similar results is to get the player to describe the performance the character is going to give (make sure it's something possible), and then to act it out in front of you and the other players. You can then score the performance on a scale from 1 to 20 and multiply that score by the character's charisma to get the number of copper pieces thrown.

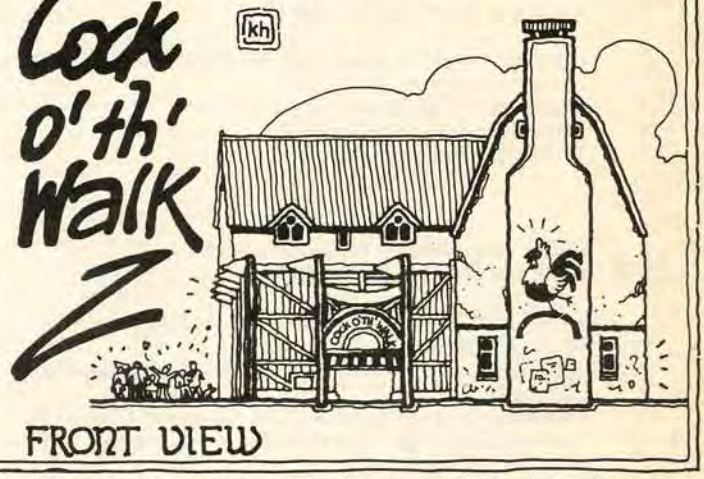
*Deep in the heart of Pelinore has grown the City League; a mighty hive of humanity, offering everything an adventurer could desire. Each month IMAGINE magazine presents a few buildings from within the City; describes their inhabitants; and offers one or two ideas for adventures. This provides an ideal campaign base for the DM who can collect these articles and steadily build them up into the most comprehensive campaign setting available. Copy them, or cut them out and store them in a ring file — and you need never be short of an idea for a City encounter again.*

# PELINORE

## THE CITY LEAGUE




## 14 THE COCK O' TH' WALK TAVERN

### by Graeme Drysdale

#### The Rules

***Know then, o warrior, that these are the rules of combat:–***

*pay 5 gold for the honour*
*enter the arena naked and weaponless*
*foreswear foul wizardry*
*fight until your foe yields or cannot provide defence*
*defend your name each day*

***the value of transgressions will taken out of your hide so fight on, be daring and may Crom spit in your eye***

The Cock o' Th' Walk Tavern is an establishment jointly owned by two brothers, Arbal and Asakrin Stoutheart. The tavern has been the family business for generations, providing satisfactory meals and beverages at reasonable prices year after year and, consequently, bringing in enough wealth to keep the occupiers comfortable. However, when the brothers took over the management after their father's death, they introduced a new source of entertainment, legal yet dangerous, which has made the tavern unique and one of the most enjoyable drinking houses in the League.

For five years now the tavern has had a champion, the 'Cock o' Th' Walk'. Shortly after dusk, each evening without fail, the 'Cock o' Th' Walk' enters the arena within the tavern and takes on an individual in hand-to-hand combat. Whilst the preliminaries are observed, hundreds of gold pieces change hands in bets, side-bets and side-side-bets. The victor is awarded the Golden Cockscomb as a trophy and bears the title 'The Cock o' Th' Walk', but must return the following evening to defend the title against further opposition. The victor also gains the fight money paid by both contestants and on first becoming the champion may drink at will in the inn. The current champion, undefeated for an unprecedented seven weeks, is Ungol the 'Orrible (**14f**).

***AD&D game:*** *contestants may use the pummeling, grappling or overbearing tables (**DMG** pp72-3); the normal combat tables, counting 0hp as unconcious rather than dead; the rules from the Companion Set; or the new rules in DRAGON® #83.*
***D&D game:*** *contestants should use the unarmed combat rules from the Companion Set; the wrestling rules from module X2 or the normal combat rules, counting 0hp as unconcious rather than dead – fists doing 1d4 points of damage (plus strength bonuses), unconcious contestants recovering in 1d6 turns.*

The tavern sells most types of food and drink, even if the quality is not what it might be. Although usually busy, from dusk until midnight the place is totally packed out. Brawls are quite likely to break out due to all the hustling and bustling that takes place. Also, undesirables like Bando and his friends (**14g-i**) and Hishael (**14j**) frequent the premises. There is a 25% chance on each visit to the tavern that someone tries to pick a character's pocket. Security in the tavern is maintained by the staff (**14c-e**) and the owners (**14a&b**). They will deal with miscreants vigourously and will insist that weapons (except daggers) and shields are left with the staff.

## Workers at the Inn

### 14a Arbal Stoutheart; M; F4; L/LN;
Shortsword; AC 7/8; hp 20/28

H
S 16 ☐ *Red silk shirt, brown trousers, red sash round waist*
I 12 ☐ *Joint owner of Cock o' Th' Walk Tavern (**14**)*
W 10 ☐ *Jolly, talkative and hard-working*
D 16 ☐ *Brother of Asakrin (**14b**)*
C 9
Ch 11

### 14b Asakrin Stoutheart; M; F2; L/LG;
Dagger; AC 8/10; hp 12/17

H
S 15 ☐ *White shirt, pale grey waistcoat, grey trousers*
I 12 ☐ *Joint owner of Cock o' Th' Walk Tavern (**14**)*
W 14 ☐ *Small and stocky, red faced, kindly but firm*
D 14 ☐ *Brother of Arbal (**14a**)*
C 15
Ch 10

### 14c Isabel; F; F3; L/LN;
Mace and dagger; AC 6/7; hp 12/16

H
S 12 ☐ *Padded leather jerkin and leggings*
I 13 ☐ *Barwoman/bouncer*
W 8 ☐ *Generally unhelpful and only interested in herself (and money!)*
D 15
C 14 ☐ *Sister of Hishael (**14j**) whom she dislikes, knows Ungol (**14f**), believes Surreal (**14h**) stole back a ring she bought from him and wishes to betray him to the District Militia*
Ch 14

### 14d Calvorn Chaospreacher; M; F4; C/CN;
Mace and dagger; AC 5/6; hp 18/23

H
S 15 ☐ *Leather trousers and jerkin hidden beneath a green cloak*
I 10 ☐ *Barman/bouncer*
W 11 ☐ *Believes only in freedom and individuality, hates law and makes sure everyone knows it*
D 16
C 12 ☐ *Friendly with Ungol (**14f**)*
Ch 12

### 14e Dalin 'the Dour'; M; Dw5/F5; N/N;
Mace and dagger; AC 8; hp 30/43

D
S 17 ☐ *Grey shirt, leather waistcoat, gloves and leggings*
I 9 ☐ *Bardwarf/bouncer*
W 10 ☐ *Quiet, sombre, dismal and completely, staggeringly boring!*
D 8
C 17 ☐ *Brother of Shoril Gemcutter (**16a**), has known Bando (**14g**) since he was little though they are hardly friends*
Ch 8

## Regular visitors to the Inn

### 14f Ungol the 'Orrible; M; F6; C/CE;
No weapon; AC 6; hp 40/56

H/1/2O
S 18[86] ☐ *Grey loin cloth (outside the arena: **platemail** +2 over grey shirt and trousers – AC0, **broad sword** +2)*
I 9
W 7 ☐ *The Cock o' Th' Walk (normally Myrmidon)*
D 18 ☐ *Tall, ruthless, utterly depraved, capricious, fearless – all-in-all a splendid chap*
C 17
Ch 4 ☐ *Independent, few friends and no family; Ungol is a magnificent brawler; in the AD&D game he gains 10% on the base score to hit and 15% on the damage done (or +2 if normal combat rules are used); in the D&D game +2 to hit and damage*

### 14g Bando Bushfoot; M; T6; N/N;
**Shortsword** +2; AC 7; hp 14/27

H/1/2
S 11 ☐ *Brown cloak and trousers, white shirt*
I 15 ☐ *Sharper/Filcher*
W 8 ☐ *Jovial, bright-eyed and intelligent, but gambles without using his brains – and always loses*
D 17
C 16 ☐ *Son of Goldy and Haffo Brushfoot (**17a&b**) the cobblers (**17**), member of the local thieves' guild, knows Dalin (**14e**) and Shoril (**16a**) who is his parents' neighbour*
Ch 10

### 14h Surreal; M; T4; C/CN;
Longsword, dagger; AC 6; hp 11/16

H/E
S 16 ☐ *Tall, slight, handsome, wears green cloak, grey shirt with white sash, green trousers, green cap*
I 13
W 8 ☐ *Burglar/Robber, also a fletcher*
D 18 ☐ *A real heart-breaker*
C 12 ☐ *Member of the local thieves' guild*
Ch 15

### 14i Eskis Coldbone; M; T3; C/CE;
Longsword; AC 5/6; hp 16/20

H
S 17 ☐ *Evil-looking; wears leather trousers, grey fur jacket, fur cap, brown shirt*
I 8
W 5 ☐ *Robber/Cutpurse, also a hunter and furrier, bounty hunter*
D 16 ☐ *Stupid, vulgar amd smelly*
C 16 ☐ *Independent operator, infamous amongst rangers due to his hunting activities, knows many hunters and bounty hunters*
Ch 9

### 14j Hishael; F; MU6; N/NE;
**Dagger** +1; AC 6/2; hp 27

H
S 14 ☐ *Stunningly good looking; wears silk laced skirt in white and gold, gold headband, **dagger**+1,*
I 17 *AD&D game: **bracers of defence AC6, wand of fire** (12*
W 12 *charges), scroll bearing 1-(23), 2-(23), 3-(18)*
D 18 *D&D game: **wand of fire-balls**, scroll bearing 1-(10),*
C 16 *2-(10,11)*
Ch 18 ☐ *Witch/Magician*
☐ *Crafty, malignant and very, very dangerous*
☐ *Sister of Isabael (**14c**) whom she dislikes, knows Safrine (**9e**)*

*Spell Book:* *D&D 1-(1*, 6, 8, 9, 11*, 12)*
*2-(1, 3, 5*, 6, 9, 12*)*
*3-(6*, 9*, 10, 11)*
*AD&D 1-(2*, 3*, 8, 9, 16*, 22, 25*, 30)*
*2-(2, 5, 9*, 10, 15, 24*)*
*3-(16*, 22*)*

### 14k Anatol; M; F6/R6; N/NG;
**Longsword** +2; AC 3; hp 40/51

H/1/2
S 17 ☐ *Tall and wiry; green-stained travel cloak concealing **chainmail** +2, helm, **scroll of protection from lycanthropes, boots of speed***
I 14
W 15
D 12 ☐ *Myrmidon/Guide and bounty hunter*
C 16 ☐ *Shrewd, worldly wise, very neutral (good), hopelessly enamoured of Hishael (**14l**)*
Ch 13 ☐ *Knows Hishael (**14l**)*

# PLOTLINES

1. Why does an attractive, talented and powerful woman like Hishael spend her time in a dive like this; why does Anatol follow her; what have the mysterious Knights Ocular to do with it all? Someone, somewhere will be looking for answers — and someone to find them! The truth is that Hishael is luring attractive men (Ch15+) to her rooms (using spells if necessary) where she kills them, loots the bodies and uses the remains to concoct potions and poisons. She is being watched by Anatol who oftens thwarts her plans (the chance of her approaching an appropriate man is 75%, the chance of Anatol subsequently foiling her is 50%). Anatol has been hired by the Knights Ocular through a mysterious go-between; in fact he is supposed to have eliminated Hishael on behalf of the Knights, but because of his feelings for her is failing in his duty. He is very fightened that the Knights might come looking for them both.

2. If Dalin could be persuaded to talk, what secrets could he tell of the cellars beneath his brother's shop? Once those cellars housed prisoners; men and women with maps to hide, evidence to lose, treasure to bury for later recovery. Shoril isn't going to want to find strangers in his cellars, and with the courthouse right next door he won't be slow to call for help.

3. Sooner or later, Isabel is going to overcome her reserve, and challenge Surreal about that necklace. Or will she be looking for an ally to do the dirty work for her? And just what will the other occupants of the Tavern do when a loud brawl breaks out....

# Games

## FOR WAR, FANTASY AND SCIENCE-FICTION GAMING

50-54 Manchester St., Liverpool L1 6ER. Tel: 051 236 2605

Unit 20, Merrion Centre, Leeds 2. Tel: 0532 456376

63 Allerton Rd., Liverpool L18 Tel: 051 722 9022

MAIL ORDER 85-87 Victoria St., Liverpool L1 6DG. Tel: 051 227 1505

TRADE 89 Victoria St., Liverpool L1 6DG Tel: 051 236 2605

### ROLE-PLAYING GAMES by FGU

**CHIVALRY & SORCERY** Second Edition
Chivalry & Sorcery: 3 volume boxed set ..... £14.55
C&S Sourcebook: revised edition ..... £5.85
C&S Sourcebook 2: supplementary material ..... £4.75
Swords & Sorcerers: revised edition ..... £4.35
**AFTERMATH**– post holocaust rpg boxed ..... £16.95
Into the Ruins: Aftermath scenario book ..... £3.95
Operation Morpheus: Aftermath scenario book ..... £5.85
Sydney: The Wilderness Campaign ditto ..... £4.95
**DAREDEVILS** – rpg set in the 1930's
Boxed set rulebook, scenarios, ref's screen ..... £10.95
Daredevils Adventures: three complete scenarios ..... £3.65
Daredevils Adventures 2: more scenarios ..... £3.65
Daredevils Adventures 3: and a few more ..... £3.65
**PRIVATEERS & GENTLEMEN** – naval rpg 1755-1820
Boxed Set, rules, charts, etc ..... £12.50
King Over the Water: P&G scenario pack ..... £4.35
Decision at Djerba: P&G scenario pack ..... £3.65
**BUNNIES & BURROWS** – rabbit role playing ..... £4.35
**VILLAINS & VIGILANTES** 2nd Edition – Boxed set ..... £8.75
2nd Edition rulebook only ..... £4.35
Crisis at Crusader Citadel – intro adventure ..... £3.65
Death Duel with the Destroyers – V & V adventure ..... £3.65
Island of Dr. Apocalypse – V & V Adventure ..... £3.65
FORCE – V & V adventure ..... £3.65
Opponents Unlimited V & V NPC's and their organisations ..... £3.65
**WILD WEST** western role playing
Boxed set rules, maps, charts etc ..... £7.95
Trouble on Windows Peak. Wild West scenario pack ..... £2.95
**BUSHIDO** Detailed rpg set in the Land of Nippon
Boxed set, rule books, maps, charts, tables etc ..... £12.95
Valley of the Mists Bushido Scenario pack ..... £3.65
**OTHER SUNS** – Challenging sf rpg
Boxed set: 2 rulebooks refs screen and charts ..... £11.75
**MERC** modern mercenary rpg, skirmish wargame
Boxed set, rules, plastic overlay, charts etc ..... £9.55
Merc supplement; more rules & skills ..... £3.65

From Grenadier Models
the **MASTERPIECE EDITIONS**™ range

**War Mammoth of the Undead Legion**
complete with howdah and 3 crew. Quite simply a 25mm
**MASTERPIECE ..... boxed £7.95**

## GRENADIER MODELS

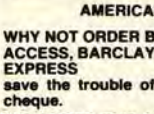
**There's a lot that's new from Grenadier!**
NEW RANGES –
**MASTERPIECE EDITIONS** Two beautiful skeleton models. A **War Mammoth** complete with crew and howdah and a **Death Dragon** with rider. Sculpting and detail are superb. £7.95 each, boxed.
**CHAMPIONS** Bring alive your Super Hero gaming with these two boxes of miniature marvels. There is a box of **Villains** and one of **Heroes.** Also suitable for SF games. £7.95.
**DRAGONLORDS** Vampires, mummies, ghouls, werewolves and other traditional creepies lurk within the box of **Folklore Creatures of the Night.** Not only suitable for fantasy games but also Cthulhu, Daredevils and Superhero games. £5.50. There are 4 new dragons in this range: **Black; White; Red; Brass** – individually boxed £5.50 each. Also **Dragonkillers** – fearsome fighters: £5.50.
**FANTASY LORDS** Here's a set to weed out the weeds in any party. **Demons** has a selection of 10 such terrors from Hell. Boxed £7.95.
**TRAVELLER** There are some odd looking sentients in **Alien Mercenaries** but let us entertain no racial prejudice. Just because a chap's got legs all over the place and a head like a starfish, that's no reason to mock him. Box of extra terrestials £7.95.
**ADVENTURE MODULES** – A new enterprise from Grenadier. Top class adventures for popular games. The **Horrible Secret of Monhegan Island** is a Cthulhu scenario packed with atmosphere and menace. **Cloudland** is suitable for fantasy systems like AD&D, whilst **Raid on Rajallapor** is a hairy chested, modern mercenary caper. Finally, there is **Disappearence on Aramat,** a compelling Traveller adventure. All at £4.95 each.

### NICE DICE PRICE!

Standard polyset 6 dice ..... £1.20
Or with inked numerals ..... £1.30
Deluxe polyset with inked numerals ..... 95p
Fireball polyset ..... £1.50
Or with inked numerals ..... £1.75
Transparent Gem polyset ..... £1.95
Or with inked numerals ..... £2.25
30 sided dice ..... 70p
30 sided dice inked ..... 80p
Nickel/Copper Plated D30 ..... £1.00
Nickel/Copper Plated other sizes ..... 50p
Average Dice (pair) ..... 35p

### ARMORY ACRYLIC PAINTS

A fine selection of over 60 different colours including such esoteria as POMEGRANATE; BUBONIC BLUE; PALOMINO & NIPPLE PINK! More normal colours also available.
**£1.25 per .75 oz jar.**
Send SAE for full lists.



BARCLAYCARD VISA

**AMERICAN EXPRESS**

**WHY NOT ORDER BY TELEPHONE USING ACCESS, BARCLAYCARD, OR AMERICAN EXPRESS**
**save the trouble of sending a letter and cheque.**
WE PREFER THIS METHOD. We can try to answer any queries and you will also be sure you are getting exactly what you want and sooner normally by return of post.
P&P: UK & BFPO: Order value over £6.00 – free
Up to £6.00 add 50p.
OVERSEAS: Charged at cost. Please allow for this in your order. If in doubt write or phone.

*OVERSEAS TRADE ORDERS WELCOME*

### NEW FROM FGU

**PSI World:** This a rpg which has psychics as its central characters. The game can be slanted in favour of the psychics, depicting them as the ultimate in sentient development or it can be biased against them, in which case they appear as a race of disgusting aberrations. **C&S Adventure Pack; The Dragonlord:** The long awaited C&S supplement, providing ready made adventures in this fantastic medieval world. **PSI World** £8.75. **The Dragonkillers** £3.65.

### CALL OF CTHULHU

The official range of 25mm figures from Grenadier Models.
1. Adventurers 2. Creatures ..... **£7.95 per box.**

★ VOTED BEST FANTASY/SF FIGURES at 1984 ORIGINS in DALLAS ★

### STANDARD GAMES & PUBLICATIONS

**SAMURAI BLADES**
Following on from Cry Havoc and Siege comes Samurai Blades. A magnificent game of man to man warfare in feudal Japan and featuring: NINJA; ASSASSINS; NIGHT FIGHTING & HARI KARI in addition to the standard STANDARD qualities such as breathtaking maps; beautiful counters and informative historical background
Samurai Blades ..... £9.95
Cry Havoc – medieval skirmish game ..... £9.95
City of Sorcerers – fantasy boardgame ..... £9.95
Starship Captain – SF boardgame ..... £12.95
The Village – extra map for Cry Havoc ..... £2.45
The Crossroads – as above ..... £2.45
The Forest – new map for Cry Havoc ..... £2.45
Dungeon Accessories: box 1 ..... £2.95
Dungeon Accessories: box 2 ..... £2.95
Felt hex – cloth playing surface; blue, sand or green. All with printed hex grid ..... £12.95
Clear Plastic Hex Sheet – overlay ..... £1.80
Siege – NEW compatible with Cry Havoc ..... £9.95
Thunde-rin' Guns – Old West excitement ..... £6.99
Speed & Steel – Blitzkreig boardgame ..... £9.00

### TUNNELS & TROLLS

**FANTASY GAMES SYSTEM**
Rulebook (2nd edition) ..... £3.95
Tunnels & Trolls, Boxed Set ..... £6.95
**now available,** a new Solo Adventure, Beyond The Wall of Tears **£3.50** Don't forget, we still have the full range of **T&T** Solo Dungeons and Adventures; Referee's Dungeons & Adventures; Accessories etc. Lists available

### LOST WORLDS – game books

The ingenious, illustrated, one-on-one, combat game. Pick any two titles and let battle commence.
* SKELETON * DWARF * GOBLIN * HUMAN * HILL TROLL * WOMAN * BARBARIAN * ... **each £1.99**

### ARMADA ORIGINALS

In stock, the first two titles in the GRAILQUEST series of Solo Fantasy Gamebooks. Excellent adventures that can be played again and again.
Castle of Darkness ..... £1.50
The Den of Dragons ..... £1.50

### THE BEST IN SF from FGU

**SPACE OPERA** – complete, complex compelling.
**OTHER SUNS** – a totally new system which does not encourage shoot-em-up play.
Space Opera **£14.55** Other Suns **£11.75**
**SCIENCE FICTION ROLE PLAYING COMES OF AGE**

### TSR UK Ltd.

D & D Basic Set rules, dice, ..... £9.50
D & D Expert Set, rules dice, adv ..... £9.50
D & D COMPANION SET – Extend the range of your D & D games. Companion Set permits the use of high level characters, mass armies, alternative planes of existence and lots more to challenge players and DM's alike. ..... £9.50
D & D Character Records sheets ..... £2.95
A D & D Dungeon Masters Guide ..... £10.95
A D & D Players Handbook ..... £9.95
A D & D Monster Manual ..... £9.95
A D & D Monster Manual 2 ..... £9.95
A D & D Deities + Demigods ..... £9.95
A D & D Fiend Folio ..... £9.95
A D & D Dungeon Masters Screen ..... £4.95
A D & D Character Record sheets ..... £3.95
A D & D Player Character Folder ..... £3.95
A D & D NPC Character Record sheets ..... £3.95
A D & D DM's Adventure Log ..... £3.95
Rogues Gallery NPC stats ..... £3.95
World of Greyhawk – revised boxed edition ..... £9.50
AC1 – Shady Dragon Inn (D&D) ..... £3.95
AC2 (D & D Combat Shield) ..... £4.50
**MODULES – BASIC D & D**
B1; B2; B3; B4; B5; B6 ..... each £4.50
M1; (solo module) ..... each £4.50
**MODULES – EXPERT D & D**
X1; X2; X3; X4; X5; O1; M2; XL1; XSOLO ..... each £4.50
AC2 – D & D Screen & Expert Mini-Module ..... £3.95
**MODULES – COMPANION D & D**
CM1 ..... £4.50
**MODULES – A D & D**
S2 ..... £3.50
A1; A2; A3; A4; C1; C2; D1-2; D3 ..... each £4.50
EX1; EX2; G1-3; 11; 12; 13; 14; CB1 ..... each £4.50
L1; L2; N1; Q1; S1; T1; UK1; UK2; UK3; UK4 ..... each £4.50
U1; U2; U3; WG4; DL1 ..... each £4.50
S3; S4 ..... each £5.50
I5; I6 ..... each £4.95
Dragon Magazine ..... £2.50
Gamma World: NEW edition ..... £9.50
G W Modules: GW1; GW2; GW3; GW4 ..... each £3.95
G W Mini Module & Referee's Screen ..... £3.95
Boot Hill ..... £9.50
B H Modules: BH1; BH2; BH3; BH4; BH5 ..... each £3.95
B H Mini Module & Referees Screen ..... £3.95
Top Secret (including Module 1) ..... £9.50
T S Modules: TS2; TS3; TS4; TS5 ..... each £3.95
TS Mini Module & Referee's Screen ..... £3.95
Agent Dossiers (TS Character Sheets) ..... £3.95
Gangbusters ..... £9.50
G B Modules: GB1; GB2; GB3; GB4; GB5 ..... each £3.95
Starfrontiers (inc. Module 0) ..... £9.50
Knight Hawks; for Starfrontiers ..... £9.50
S F Modules: SF1; SF2; SF3; SFKH1 ..... each £4.50
S F Mini Module & Referees Screen ..... £3.95
Starfrontiers Character Record Sheets ..... £3.95
Indiana Jones rpg ..... £9.50
Fantasy Forest ..... £4.95
Endless Quest Books ..... each £1.25
Ares (S F/Fantasy mag + game) ..... £3.95
Quest For The Dungeonmaster ..... £5.95

### ENDLESS GAMES

Floor plans for 15 or 25mm figures
**Dungeon Plans – Labyrinthine** ..... £3.99
**Dungeon Plans – Spacious** ..... £3.99
**Cave Plans – Tortuous** ..... £3.99
**Cave Plans – Cavernous** ..... £3.95

### JAMES BOND ROLE PLAYING GAME

**Basic Game:** rulebook ..... £7.95
**De Luxe Game:** rulebook; game aids ..... £11.95
**Q Manual:** equipment book ..... £7.95
**Game Master Pack:** reference aids ..... £7.95
**For Your Information (GM Pack 2)** ..... £7.95
**Adventure Module – Goldfinger** ..... £5.95
**Adventure Module – Octopussy** ..... £5.95
**Adventure Module – Dr. No.** ..... £6.95

### AVALON HILL fantasy/sf boardgames

Alpha Omega ..... £11.95
Dragon Hunt ..... £13.45
Dune ..... £13.45
Freedom in the Galaxy ..... £16.95
Magic Realm ..... £13.45
Starship Troopers ..... £13.45
Titan ..... £13.45
Wizard's Quest ..... £13.45
Wizard's ..... £16.95
Samurai ..... £11.95
Circus Maximus ..... £8.95
Gladiator ..... £8.95
Down with the King ..... £10.45
Elric ..... £13.45
Dragon Pass ..... £13.45
Gunslinger ..... £16.95
Machiavelli ..... £11.95
Lords of Creation ..... £10.45
Horn of Roland ..... £7.95
Powers & Perils ..... £19.95

**WORLD CLASS FOOTBALL** – the Soccer Game
At last, the opportunity to be sick as a parrot or over the moon in the comfort of your own home! **World Class Football** is a statistics based game allowing matches between top British teams. 1st team squads are provided, with detailed cards for each player. Select a team, take each match as it comes and I'm sure you'll agree that, at the end of the day, **WCF** has got the work rate, the tight skills and the commitment to win everything in sight. Boxed with 4 top teams ..... **£11.00**
**DeLuxe Boxed Set (12 teams)** ..... **£19.95**

★★★★★★★★★★★★

### MAIL ORDER SERVICE

HERE'S WHAT WE OFFER:

* A **VERY** FAST TURN ROUND
* POST PAID ON ORDERS OVER £6.00
* INFORMATIVE **FREE** NEWSLETTER
* SPECIAL OFFERS
* TELEPHONE ORDERS BY CREDIT CARD

Details of how to order are given elsewhere on this page. Why not give us a try – you probably deserve a pleasant surprise.

**PLEASE MAKE CHEQUES PAYABLE TO "GAMES".**

★★★★★★★★★★★★

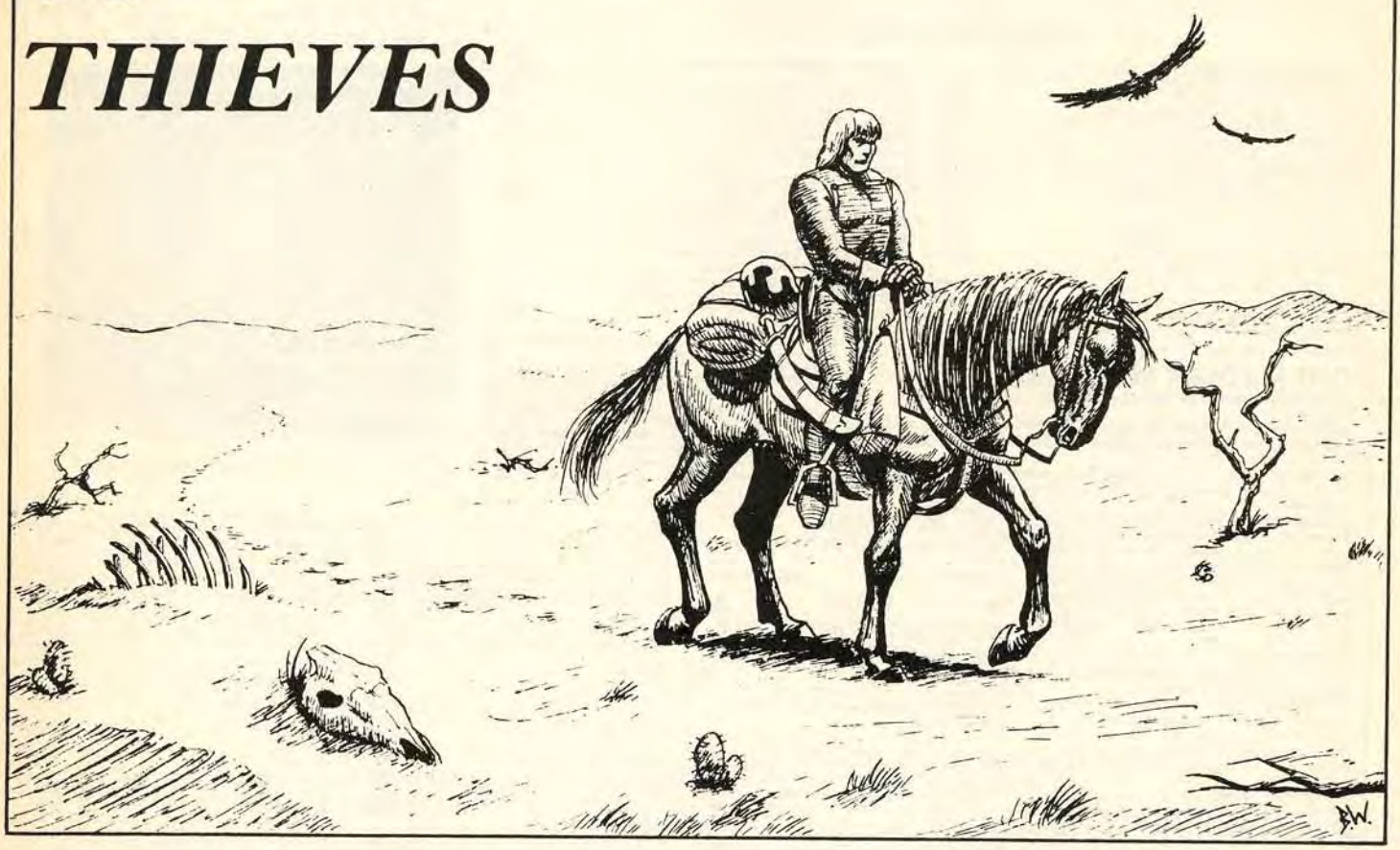
**TRADE ENQUIRIES ALL ITEMS ON THIS PAGE ARE AVAILABLE TO THE TRADE SEND FOR FULL DETAILS**

### TITAN BOOKS

Judge Dredd 1 * Judge Dredd 2
Cursed Earth 1 * Cursed Earth 2
Judge Caligula 1 * Judge Caligula 2
Judge Child 1 * Judge Child 2 * Judge Child 3
Judge Death * Ro-busters 1
ABC Warriors 1 * ABC Warriors 2
Robo-Hunters 1 * Robo-Hunters 2
**all the above £3.50 each**
Nemesis * Ro-busters 2 * Nemesis the Warlock
Judge Dredd 3: these 4 £3.95 each

*Compelling fiction of the underworld from* ***Richard W Lee***

# *PRINCE OF THIEVES*



**The three could at best be described as slovenly, seated as they were in a raucous, loud-laughing group.**

It was with some surprise that the onlooker noticed it was the leader who was the worst in this respect. He watched the revelry with distaste, at a loss to see why this pig of a man had earned such renown. True, he was a tall man, imposing perhaps when standing, but when seated, his huge paunch made him more disgusting than fearsome. His features, too, were grotesque. The mouth was big-lipped and ugly, and little complemented by a snubbed nose shining with grease; even the cheeks, shrouded as they were with a heavy orange-blond beard, were pitted and drooping. But the eyes were the most unpleasant. A light liquid blue in colour, they never remained still for a moment; they seemed somehow hunted, or hunting, and they were unmistakeably cruel. However, for all his obnoxious qualities, it fast became obvious that this bulbous mass of a man had ample brains — any idiot could see that. Everything he did spoke of a natural ability to lead, to command service. Especially persuasive were those cruel eyes, for they seemed to pierce far below the surface of what they saw, and they missed nothing. Yes, on second thoughts he was an impressive man. It was well known that by his own slippery cunning, Aldran had won immense wealth as a merchant — no easy feat in a land which regarded riches as the province of the well-born. The onlooker now began to realise why.

In a far corner, shadowed from the flickering candle-light of the tavern, the thief made a resolution to be extra-careful with this one.

The sun blazed down with venomous fury onto the wasteland, staring like a devil's eye on the tortured scrub which defied its strangling heat. Across this desolate landscape a lone figure moved slowly, his mount plodding painfully beneath him. Clothed head to foot in a tight-fitting mail now thoroughly coated in dust, his protection like an oven in the hot sun. A steel helmet hanging from a heavy laden pack, and a long curved tulwar which tapped his legs gently in rhythm with the swing of the harness completed his equipment. But his tired face was unexpectedly jubilant, and the sand-stung, bloodshot eyes were fired with enthusiasm. He chuckled to himself as he thought how easy it had been — easy, that was, for a master thief. Drugs dextrously slipped into the drinks of companions, and the tavern owner bribed to leave a certain window open. Tip-toe along the corridor. The simple lock picked in an instant to reveal a frightened Aldran who was easily manipulated in his dazed state. Then he too had been drugged like his companions. The thief would have given much to see his face when he awoke, head beating like a drum, and useless rage seething through him like vitriol when he thought of the one who had outwitted him. Now, with his purse full of the merchant's money, new armour and sword, and a sturdy horse for transport, he went on to who knows what wealth by the fat tradesman's map. He took another mouthful of water from a large skin, shouted obscenities at the furious empty sky, and rode on past crimson sunset into the shadowy desert night.

He had to make good time, however. The desert would not long bear the affront of such unprotected human life. A brief few hours' rest when it became too dark to be sure of the right way, then back to the saddle and onwards. After a while he let his thoughts wander to help ease the gruelling strain of the journey. Strange, he thought, that so wealthy a hoard as must be his goal was so near to a large town and as yet undiscovered. Of course the reason was more than in part the legends which surrounded the place. The nomads spoke of ghosts and demons haunting the area, and it was true that some strange stories were told of how it came to be ruined. But in his experience he had found that any deserted city was taboo to those sorts and the slightest occurrence out of the ordinary was immediately attributed to the supernatural. He dismissed these thoughts as pointless — when the time came he would see for himself. That night he camped within sight of his mysterious destination.

As dawn once more crept over the landscape, gently pushing the shadows deeper and deeper into the ravines, the thief prepared himself for the day ahead. Firstly he honed his tulwar until it shone, razor sharp in the fresh morning light, then delicately he replaced it in its low-slung sheath. Next he checked through his kit-bag: chisels, skeleton keys, solvents, climbing spikes and all the other items of his trade. All present. Finally he cleaned his light armour with oil until he could move in it quite freely. All neatly packed, he again mounted his horse and started forward towards the necropolis.

The ride that day was easier, the remains of an old road allowing quicker progress. He reached the fallen walls at the hour before mid-day and tied up his horse to let it rest in the shade during the heat of the day. Time wouldn't allow that he should stop, however, and he walked on alone through the shattered gates. The streets were silent as death before him, sand clawing at crumbled stone, and the gaping doorways of long-derelict houses each seemed to conceal eyes, watching him. He took a careful look at his map. The palace, which supposedly housed the vast treasure, lay towards the centre of the city. He started out by what he thought to be the quickest route, though it was difficult to tell in the myriad of narrow streets.

A few hundred yards and he was already scared of losing his direction. A claustrophobic panic grew in him as one street just led to another indistinguishable from the last. The morbid city rose up all about him, as if trying to choke him, but he clutched at his courage and walked on until eventually he arrived at a richer quarter, with wider streets and larger, more opulent-seeming houses. At last he reached the forum. The silence became even more oppressive when he looked around the huge empty square, for it brought to mind the hustle and bustle of his own home town. It seemed wrong that everything here was still. Trying to ignore the feeling, he made his way hurriedly towards the most commanding of the buildings which overlooked the market-place, one with two massive beaten-bronze doors which fitted the description on the map. Steeling himself for possible exertion he squeezed himself through the narrow gap left by broken shutters in a window, and leapt lightly down into the darkness of the palace beyond.

**He was possessed with a terrible urge to look round... Turning, he saw with horror that the entrance was totally masked by crawling vapours**

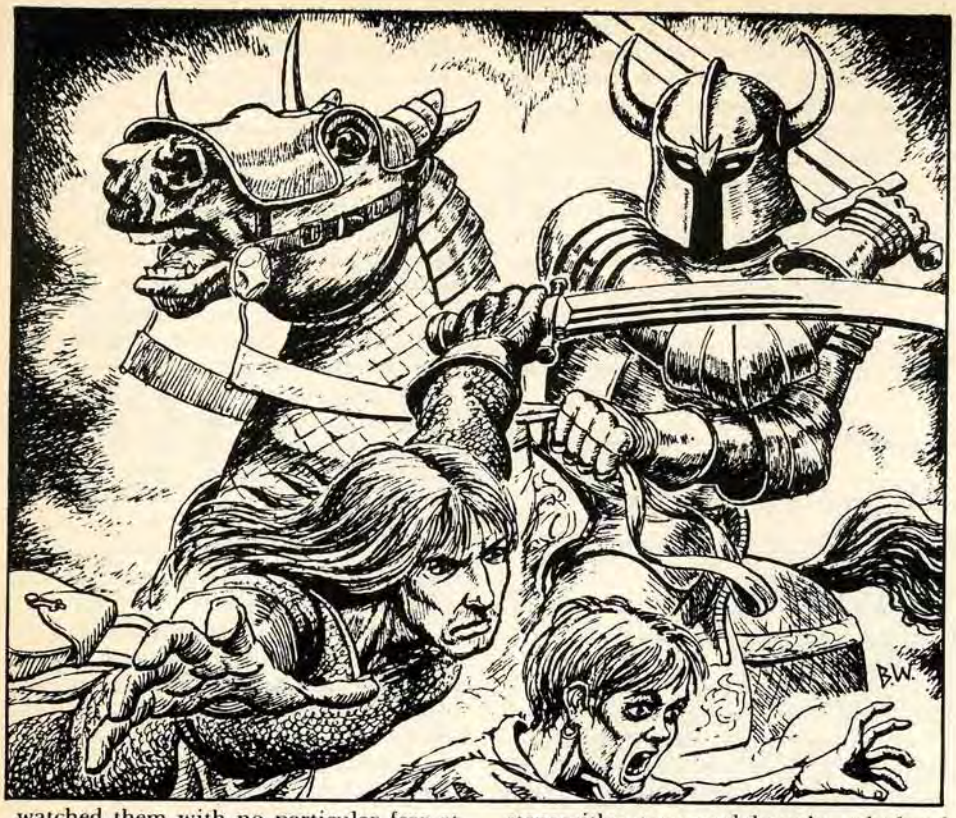
Moving suddenly from the blazing light of the forum to the shadows within, he had to wait some minutes, crouched like a cat, till his eyes slowly adjusted. The scene that gradually emerged to him out of the gloom was one of total destruction. The chamber had literally been torn to bits; smashed furniture, shattered busts, torn tapestries; all manner of debris littered the place. Even the pillars showed some marks of the fury, for scratches covered every face. He continued on through the hall, entered room after room, all in similar states of destruction. Indeed no room had escaped the scourge, and though he had been told of the devastation beforehand, the thief nevertheless could not repress a shudder at the awesome sight. But these rooms were not his goal. He was searching for the king's private quarters, and, more particularly, a certain shrine which lay beneath them.

He rushed on, hoping to pass quickly through the disturbing signs of mayhem. However, as he sensed himself nearing the end of his journey, the small arbours through which he had been passing for some time came abruptly to an end, and he burst out into a vast hall. And somehow the atmosphere in the hall was different. Everything was ruined, the same as before. It was not that. Perhaps it was the size of the room, the subtle echoes it produced. No, the hairs on his nape would not prickle so insistently with mere echoes. Perhaps it was the grim black throne which sprawled rough-hewn and unlovely, commanding the scene in austere, brutal splendour. He couldn't tell. He resolved to cross the hall as quickly as possible, and set out at a run. But he had not covered half the distance before he was possessed with a terrible urge to look round. He resisted for as long as he could, passing long stone tables and a mosaic dance floor without noticing them in his hurry to get out of the throne-room. But the urge was too great. He turned. Gasping with terror, he watched as thin wisps of smoke came snaking across the floor towards him. And he saw with horror that the entrance from which he had come was already totally masked by the crawling vapours.

He tried to make a dash for the door, to run, but though he strained with all his might, his legs would not move. The cloud approached, swirling grey mist, ever nearer. And out of the cloud came the clamour of voices, distant at first but coming closer. Harsh calls, vicious tones closely enmeshed with shrieks, desperate and pained. Suddenly, out burst screaming women and children, old men carrying babies in their gnarled arms as if they could hope to protect them, and poor limping beggars with tears streaming down their agonised faces — all wildly running and stumbling and falling. And riding amongst them, running them to ground, were cruel men beating about them with maces and clubs. And if any should stop to help a broken and bloodied victim, he too was struck down, trampled under heavy horses' hooves. Then a hope came to the thief in a flash of inspiration: with his armour, his sword, his warlike manner, he might easily pass for one of the riders if he played his cards right. He just had to lay about himself a bit, hack at a few of the wretched fugitives, and he might get out of this alive. Hell! What could he, one man, do against so many? His instinct told him to swing his mighty tulwar, strike out at the helpless — after all that way he would save at least one life. But even as he was reasoning thus, a small boy stumbled and fell, an iron clad horse bearing down upon him. Better to be dead than one of them! The thief leapt, his sword swinging lethally at the rider, then acrobatically he turned and fell, mailed hands protecting his neck, body shielding the child, waiting for the pounding hooves to impact with his back.

But beneath him there was only the cold stone floor, around him only the swirling mist. Relief flooded him, and pulling shaking limbs together, he stood and started to make his way out of the ghostly hall. But even as he tried, his legs wouldn't move, and the mist began once more to grow thick around him. Fresh sweat broke out on his brow, but he gripped his sword and determined to stand his ground with valour.

This time no sound came from the mist, but he saw, as if conjured before him, a great crowd of people, all gathered in one huge square. As he watched, the happy faces slowly changed, became glum and haunted. As he watched, ten thousand healthy faces, healthy limbs and bodies began to develop cankerous contortions, began slowly to die before him. Not one was untouched by the plague, not one remained hale as they fell into painful, agonising decay. Then as skeletal husks were all that remained, the crowd began slowly to move, to surge forward; he recognised with a numb horror the marble pillars and the huge bronzen doors of the palace. The dead swept through the rooms like a fiery torrent, cleansing the palace with their wrath and their destruction. And after a while, as was inevitable, they came at last to the throne room. The thief




watched them with no particular fear at first — it was all a dream portrayed in a misty cloud. But then with a start he realised that they were becoming more substantial and that the tide of their destruction was for the moment stopped — they seemed to be gathering at the far end of the hall; gathering, he thought, in judgement. However, the pause did not last long before they were advancing again, this time directly towards him.

As they approached, he looked at them more carefully than he'd been able to before; the pain, the grief, the despair, all struck his sight, and he reeled as if hit by physical blows. Lost ones to avenge. Life cut short by a death none deserved. A cataclysm, a genocide with no purpose. He felt them reaching out towards him, searching hands coveting his life; the life they all deserved. His fear was washed away in tears of pity as he watched the countless tortured faces, yearning, desperate. This should not have had to be! He almost welcomed the clawlike hands. All they wanted was to still the life which was such a cruel mockery to them. They deserved better than this!

But instead of touching him the hands passed straight through him. The Damned passed him by slowly, to be enveloped once more in the insubstantial smoke. At last even the smoke faded, and once again he stood in the empty throne room. Looking around he saw it changed, for now it was littered with a host of skeletons, the first, he realised with a shock, that he had seen in the city. Perhaps now they could accept their death. Instinctively he knew that his path was now free.

He ran through the adjoining rooms, body and mind feeling amazingly light after the catharsis of recent events. And eventually he came to a stairwell, carved with hideous gargoyles and occult symbols, which he knew led to the shrine. Fearless now after his ordeal, he descended the stone steps without a second thought, to be faced at the bottom by a monstrous hexagonal temple. All was decorated in obsidian and silver and centred on a wide silver pentangle drawn before a bloodied altar. Torn and broken in the midst of this pentangle, body twisted horribly, lay a single robed figure, hands still gripping at a cumbersome iron coronet. The thief noticed that in one corner of the gossamer argent device, the thin web was broken by a hairline fracture and he thought to himself with bitter reflection that this tiny nick had cost the life of a city. But the scourge was long gone now; called forth by the power of the sorceror-king it must obey his command, and even when he was dead it could stay no longer than his spell had required.

The thief skirted the altar with due respect, and moved to the far side of the shrine where lay six grotesquely-carved tombs. One of these, the map stated, was false. Middle, left. He faced the largest of the tombs, carved as the rest, but different in that the shape of its fallen lord was adorned with jet and gold. He took from his pack one of his lock-picks and added an attachment which would allow him to work a foot or so away from the tomb. A few deft twists and he was rewarded by a dull click as a thin needle shot out to where his hand would have been. He looked with distaste at the sharp tip, covered as it was by some dark substance — undoubtedly a poison. More careful now, he inserted the narrow edge of an extremely long crowbar into the crack of the tomb's lid. Prising with all his strength and turning in one fluid motion to cover his head, he avoided the main force of the blast, though broken stone stung every inch of his back. A little later, when he was sure that there was only one explosion planned, he lifted himself painfully up and carefully approached the now lidless coffin. He looked down at the dark, dusty stairs which led to the crypt below.

He lowered himself from the far edge of the tomb so as to miss out the first few steps and any further traps that might be planned there, then gingerly carried on downwards along a way which spiralled many times, before at last coming to an end. The thief sensed before him an open space; his footsteps echoed in the complete blackness. Feeling that by this stage he must be safe, he reached into his pack, brought out a lamp and tinderbox and quickly struck a flame. The sight that met his eyes made his mouth gape wide and his heart leap with triumph. A reward indeed for his efforts. Chest upon chest, rows of chests, each spilling forth its own treasure: silverware, chandeliers, bars of all the precious metals, chalices, coins, ceremonial armour, gilded helmets, temple ornaments — the wealth of a city. He stood for a while, mute and motionless. Here before him was the power to buy kings, armies, nations — even to set up his own princedom. Glorious dreams tore rampant through his mind. Galvanised into action he leapt at the stairs, fairly raced to the top, and without stopping, burst into the dimly-lit shrine. However, as he emerged over the top of the false tomb some sixth sense screamed a warning. Too late. Before he could stop he was in the open.

Aldran! The bulbous mass of the man was unmistakeable even silhouetted as it was. But how in heaven's name could he be here now? It was impossible, the thief's reason howled in outrage. The dust of Calmora, collected at immense peril from the jungles of the south, could make a man sleep for a week. The strongest would be insensible for at least four days, and he had blown enough in Aldran's face to fell a Titan. And yet here he was, his greasy companions leering from behind the cover of heavy-looking crossbows. The fat merchant laughed, humoured by his opponent's obvious confusion. He bowed.

'My thanks to you. It seems I chose my thief well.'

'Chose' — the thief choked on the word. Of course. The only way the merchant could be with him now was if he had taken an antidote just prior to inhaling the drug. That must mean that the fat tradesman had been one step ahead all along! The realisation brought bile to the thief's throat. Still, he had let the tradesman live, he had only stolen his goods... The hope died as he saw a small gesture from the flabby hand. He watched as if in slow motion as a finger slowly whitened with pressure on the crossbow's trigger. At once a blur of motion he threw himself to one side, hand just reaching the nearest knife as the quarrel struck his arm, spun him round in a circle of red agony and down to the dusty floor. Impossibly he had risen half to his knees, knife arm back for the throw, before the next bolt thudded into him, full in the chest.

*'...be extra careful with this one...'*

The words came back to mock him as his vision clouded with blood. The laughter sailed over to him, distant across the blackness; the last thing he heard.

**Richard W Lee**

***Why not write and let us know what you think of fiction in IMAGINE magazine...***

# The Fantasies Have Just Begun

NOW FROM THE GALAXY OF FANTASY, A NEW GAMES SHOP IS BORN. IT BRINGS A WORLD OF CHOICE TO YOU. ENTER OUR WORLD AND SEARCH THROUGH CHESTS FULL OF FANTASY GAMES AND FIGURES DISCOVER A KNOWLEDGEABLE STAFF TO HELP AND ADVISE YOU. COME INTO A NEW AND EXCITING REALM OF FANTASY. COME TO VISIT GAMES PEOPLE PLAY...

## GAMES PEOPLE PLAY

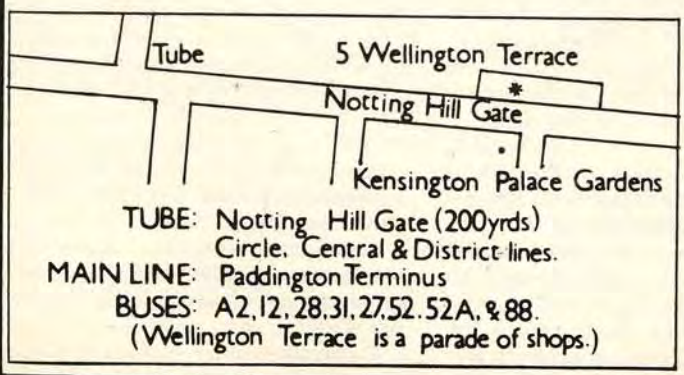
**ROLE PLAYING, SCIFI, FANTASY, WARGAMES, MAGAZINES & LITERATURE AND COMPUTERS**

MAIL ORDERS WELCOMED

**5 Wellington Terrace, Notting Hill Gate**
**London W2 Tel. 727-9275**

OPEN FROM 10a.m. to 6p.m. MON–SAT

VISA




TUBE: Notting Hill Gate (200yrds) Circle, Central & District lines.
MAIN LINE: Paddington Terminus
BUSES: A2, 12, 28, 31, 27, 52, 52A, & 88.
(Wellington Terrace is a parade of shops.)

Now open is a complete games shop... Games People Play. Come in and you'll find a great selection of games.

- A vast range of board conflict and computer games.
- Stocks of figures by Chronicle, Essex, Jacobite, Tabletop, Oracle, Citadel, Skytrex, Heroics and others.
- A large selection of rules, reference books, magazines and accesories.
- All major and most minor role playing systems.

At Games People Play you'll meet a knowledgeable staff to help and advise you. So come to see us. We're the gamers games shop.

# Nearer, my God...

## Clerical specialisation in the AD&D® game

### by Chris Felton

'Begone, foul creature from the depths!' bellowed Cedric. 'In the Name of Thor, begone from this realm!'

'Nice performance,' commented Count Dracula, 'if a little overacted. But in the name of a thundergod, shouldn't you blast me with a *lightning bolt*?'

'Get thee hence, foul creature of darkness! I shall truly blast thee with the wrath of Thor! Athmenni, beldizarr cur dratillae...'

'*Flame strike*, hmm? No originality, you clerics.' The column of flame roared down around the Vampire. 'Now, if you'd hit me with a thunderbolt you might have done some **real** damage, but I knew you were coming, so I'm wearing my *ring of fire resistance* and I've got a *fire resistance* spell running. Now it's my turn. I hope you've washed your neck...'

One of the pleasures of being a cleric is that you are a representative of your deity in the eyes of the commoners, and a cleric should strive to be as close to his god as he can. If a deity's favourite garb is a blue tunic, the cleric should wear blue tunics at all times; and if his holy symbol is a two-handed sword, the cleric should use a two-handed sword in battle. But there are problems with this: clerics of thundergods get no **lightning** spells, gods of knowledge give their clerics no more information than any other deity, and so on.

But now, from the Nine Thousand, Eight Hundred and Fifty-Third Deccennial conference of Heads of Pantheons comes good news: the Elder Gods have made concessions to right these imbalances. In future, clerics will have special rules which will tie them more closely to their God's prime attribute.

Clerics whose Holy Symbol is a weapon will in future use only that weapon in combat. The Elder Gods realise that this is hard on those clerics whose gods are known for their missile weaponry, but that is their problem.

Any cleric whose Holy Symbol is a weapon found using any *other* weapon will incur the wrath of their god. If the offence is minor — for example, using such a weapon in a moment of self-defence without premeditation — the punishment will be correspondingly minor: two months serving in the Temple followed by two months on half-spells seems reasonable. Greater offences, of course, will incur greater penalties.

Below is a summary of the concessions, and attendant penalties, applied by the Elder Gods. Of course, all restrictions from the DEITIES & DEMIGODS™ Cyclopaedia still apply. When bodily attire is specified as 'armour', any sort may be worn; a specific type must be worn if it is listed; and if 'robes' or 'tunic' are listed armour which is not too bulky may be worn beneath it: leather, padded, ringmail or chain. Anything else will tear the tunic to shreds almost immediately, but even the listed armours will ruin the clothes over them in 2-5 weeks (less for cheap clothing), so wearing armour under clothes except on adventures is strongly discouraged.

If 'kilt' is specified, a tunic of any of the non-bulky armours may be worn over it, so 50% of blows will be at the AC10 legs, the others at the armoured body. Similarly, if a bare head or light (leather) cap are worn, 20% of blows will be at the AC10 head.

Each pantheon has its own internal rules, which are listed at the start of the pantheon. The player character clerics should know these rules and observe them. Below are a few additional variations for servants of individual deities.

### Celtic Mythos

**Arawn:** No *raise dead* spells are granted, but *slay living* is fourth level.

**Brigit:** *Resist fire* is first level, *resist cold* second, and *flame strike* does 6d10 damage.

**Dianecht:** No *slay living* or *cause wounds*, but healing and curing spells are a level lower (except *cure light wounds*). They never fight except in self-defence.

**Manannan Mac Lir:** Third level spell *water breathing*.

**Morrigan:** Weapon - spear. Clerics must carry two at all times, one red-headed, one yellow-headed. They are not permitted to carry 'spares'.

**Oghma:** *Augury* is first level, *locate object* second, *divination* third, and *commune* fourth.

## Finnish Mythos

**Ahto:** Third level spell *water breathing.*

**Kiputytto:** Second level spell *cause disease* (the cure is third level, as usual). All clerics suffer from either leprosy or 'Kiputytto's Kiss', a variant of smallpox.

**Loviatar:** Weapon - ground glass dagger (representing her ice dagger, costing 10gp from her temples or 20 from a master glass-smith). This is more likely to break than a normal dagger, and each hit against AC5 or higher (or attempted hit which hits AC10) requires a saving throw for the blade of 10.

**Mielikki:** Those of her clerics with sufficient wisdom and charisma are Neutral Good druids. Her normal clerics use *speak with animals* as a first level spell and *animal friendship* at second.

**Surma:** No *raise dead*, but *slay living* is fourth level.

**Tuoni:** Seventh level spell *underworld* — as *astral* spell except that the travellers go to the Underworld.

**Ukko:** Weapon - longsword. This longsword can only be used when it is under a *flameblade* spell (level 1, range 0, duration 2-5 rounds plus one round per level, components VSM, casting time 1 segment, saving throw none; any longsword used in the duration of the spell will act as a *flame tongue*) or if it is a *flame tongue.*

**Untamo:** First level spell *sleep.*

## Greek Mythos

**Zeus:** Third level spell *monster summoning I*, material component is the cleric's blood running from a fresh wound to the ground. This wound does 1-3 points of damage. The higher *monster summoning* spells are also available, at the same level as magic-user versions.

**Aphrodite:** First level spells *friends, charm person.*

**Ares:** Weapon - spear.

**Artemis:** Weapon - short bow. In addition, as a Hunting God, Artemis' clerics are permitted to use the dagger for the coup de grace.

**Dionysis:** *Create water* spells will produce wine, *purify water* changes water into wine.

**Hades:** *Slay living* is fourth level, but *raise dead* still fifth.

**Hecate:** Clerics of Hecate must have scores of 14+ in both intelligence and wisdom. After training to second level cleric, they become first level MUs with the spells they had as first level clerics in addition, and from then on they alternate classes — MU1 (C1); C2 (MU1); MU2 (C2); etc. Weapon - dagger (this restriction also applies when they are magic users).

**Hephaestus:** Weapon - hammer (horseman's only).

**Poseidon:** Weapon - trident. These clerics can ride horses, their *create water* spell is second level and produces twice as much water as usual, and *raise water* is third level (*lower water* is still fourth, *create food* third) and covers twice the usual area.

**Prometheus:** First level spell *produce flame*. Clerics of Prometheus must kill griffons on sight.

## Nehwon Mythos

**Death:** *Slay living* is a fourth level spell, *raise dead* sixth (it mucks up his quota).

**Kos:** Weapon - longsword or battleaxe. If the cleric has sufficient ability, longsword and handaxe are used together.

**Earth God:** Weapon - poisoned blowguns. Sixth level spell *earthquake.*

**Tyaa:** Third level spell *summon birds of Tyaa* (as *monster summoning I).*

**Votishal:** Clerics of Votishal must have scores of 14+ in both wisdom and dexterity. They alternate clerical levels with those of thieves in a similar way to the clerics of Hecate.

## Non-Human Pantheon

**Moradin:** Weapon - horseman's hammer. *Spiritual hammer* is double duration.

**Lolth:** First level spell *spider friendship* (as *animal friendship).*

**Rillifane Rallathil:** Second level spell *tree.*

**Maglubiyet:** (shamans only) Weapon - battleaxe.

**Yondalla:** Double duration *protection from evil* spells, *animate object* is fifth level.

**Sekolah:** Sekolah provides each of his clerics with a shark. Great deeds will be rewarded by the gift of a second shark. Great clerics have been known to have up to eight sharks in attendance. These sharks are always of maximum hit points.

## Norse Mythos

**Aegir:** Third level spell *water breathing.*

**Balder:** First level spell *friends.*

**Forseti:** *Detect lie* is third level. They do not get *undetectable lie.*

**Frey:** Weapon - ice-blue two-handed sword. This weapon must be made of a special alloy to give it the right colour and thus costs 250gp. One will be supplied to each first level cleric on credit by the temple.

**Hel:** *Cause disease* is second level.

**Idun:** On reaching the rank of High Priest, a character is awarded one bite of an Apple of Youth.

**Loki:** Third level spell *suggestion.*

**Magni:** Second level spell *strength.*

**Modi:** Weapon - hammer. Double duration *spiritual hammer.*

**Sif:** Weapon - longsword.

**Thor:** Weapon - hammer. Clerics of Thor have double duration *spiritual hammer* spells, and their *flame strike* is actually a thunderbolt (lightning damage).

**Uller:** Weapon - longbow. As a hunting deity, Uller grants his clerics permission to use a dagger for the coup de grace.

**Vidar:** Double duration *silence* spells.

## Sumerian Mythos

**Enlil:** Weapon - military pick.

**Enki:** Third level spell *water breathing.*

**Inanna:** Weapon - shepherd's staff.

**Nanna-sin:** Weapon - obsidian battleaxe.

# Coming soon from TSR

THE HEROIC ROLE-PLAYING GAME

From the producers of the DUNGEONS & DRAGONS® Game

# MARVEL SUPER HEROES™

FROM . . .

TSR™

TSR, Inc.
PRODUCTS OF YOUR IMAGINATION™



## An apology on behalf of the manufacturers of IMAGINE™ magazine binders

**National Elf Services**, the manufacturers of IMAGINE magazine binders, would like to publicly apologize for the standard of advertising concerning their product. It seems that our many friends among the derro have taken offence over a so-called humorous paragraph which implied that these excellent, blue binders, with resplendant gold lettering and sufficient space for 12 copies of this magazine, were made from derro skin.

Nothing could be further from the truth. Any fool knows that they are made from the finest parts of the blue dragon. The horrendous risks run by our purchasing staff alone make them worth every penny of the £3.25 + £1 **postage and packing that they cost. We do hope that this little misunderstanding has been cleared up, and that we may be assured of your custom at an early opportunity.**

*Please send me ..... binders at £3.25 each (+* £1 p&p).
I enclose payment of £.....

***Name*** .....

***Address*** .....

.....

*Send to:* ***IMAGINE*** *magazine (binders), The Mill, Rathmore Rd, CAMBRIDGE CB1 4AD*



# RELIVE THE ROARING 20's

Ask your local games retailer for GANGBUSTERS™ game or contact:

TSR UK Limited,
The Mill, Rathmore Road,
Cambridge CB1 4AD
Telephone 0223 212517

GANGBUSTERS™ is a trade mark owned by TSR Hobbies Inc

Im20 ADED 5-8 6-8 level

# THE NECKLACE OF LILITH

by Phil Gallagher

## INTRODUCTION

**The Necklace of Lilith** is a mini-module for the ADVANCED DUNGEONS & DRAGONS® game. It is suitable for a party of 5-8 Good-aligned clerics of levels 6-8, and has been designed to introduce the new clerical spells detailed on page 32. If you wish to put a party of mixed classes through the module, the party should contain a cleric of level 7 or higher.

Details of the geographical setting have been left deliberately vague, so that the DM can set the module within an existing campaign. If the **Pelinore** campaign is being used, the DM should note that Heruvor and the Western Realms are some considerable distance SW of the City League, beyond the County of Bereduth (as detailed in the **IMAGINE Magazine Special Edition**). Some means of transporting the PCs to Heruvor will be required, noting that it is some days travel from any large settlement, and is surrounded by snow-capped mountains. One possibility would be to alter the Background so that Grilf actually journeys all the way to the City League in search of aid, finally convincing one of the Temples within the City to help him find adventurers to make the journey back to Heruvor with him.

### Ability Checks

Whenever the module indicates that a character must make a strength, intelligence or dexterity check, the player must roll the specified ability score or less on 1d20. The effects of a failed check are described in each case.

***If you plan to play in this mini-module, please stop reading here. The rest of the information is for the Dungeon Master (DM) only. Knowledge of the details of the adventure will spoil the game for all concerned.***

# *THE NECKLACE OF LILITH*

## BACKGROUND

Extract from an entry in the Heraldic Journals of the western realms, as made by Bardan Cemlock, Ipsissimus of the Order of Heralds.....

'In ages past the land of Heruvor was known as the Blessed Realm, for the people dwelt under the very gaze of the sky god Tarmenel. Great was the god's love for the Heruvians, and with his hand-maiden Lilith, he saw that they knew neither drought nor flood, plague nor pestilence.

'It is common knowledge that when the world was made, the gods foreswore direct interference in the ways of mortals lest rivalry and jealousy lead to war and bitter strife. So it was that by his guardianship of the Heruvians, Tarmenel incurred the wrath of all the immortal ones, good *and* evil. One evil god, whom men call Pharastus, had long nursed his hatred of the sky deity, and now his mind's eye turned to the Mountains of Light surrounding the land of Heruvor. The dwarves who dwelt there would make ideal, if unwitting, tools for his evil designs.

'When the great dwarven priest Grymyk suddenly appeared amongst them, the dwarves were filled with awe and wonder. Never before had a dwarven cleric achieved such fame and power, and in their greed and delight they put all suspicion aside. He it was who taught them of 'the Great One', and like so many sheep they followed him into the dark shadow of Pharastus.

'Then came the winter without a spring, when Pharastus, judging the time was ripe, assailed Tarmenel on this very plane. All that is known of that terrible conflict is the lightning that rent the heavens, while the ground shook, rivers changed their courses or dried up altogether and the fire-breathing Mount Strorm eviscerated the once fertile plains of Heruvor. At length the sky god weakened and was forced to flee the wrath of Pharastus.

'The ancient legends tell how Tarmenel, loth to abandon his people altogether, somehow managed to leave instructions with Lilith, his hand-maiden, whom some say was a demi-god herself. He gave her a gem of purest sapphire which burnt with a strange energy, and those that gazed at it seemed to see a white falcon — the symbol of Tarmenel's love for his people. Thus, when the god fled into the void, Lilith stayed behind, forbidden to interfere in the lives of the Heruvians; save in direst need when she might use the gem to summon Tarmenel back from wherever he might be...

'The years passed and slowly Lilith healed the wounds of the land. Yet now, the dwarves would have no dealings with man. Karyl, the dwarven king, grew proud under Grymyk's influence. Gradually his mind was poisoned by Grymyk's lies and he grew jealous of the Heruvians' good fortune. In time his envy turned to anger and before long, the forges and the smiths had no time for rest.

'Soon the once peaceful plains and forests of Heruvor rang with the crash of steel and the cries of the wounded and dying. The followers of Tarmenel were no match for the enraged warriors of Grymyk. Fearing the destruction of both land and people, Cirrif, leader of the Heruvians, sought out Lilith and begged her for aid. She was loth to part with the stone that Tarmenel had given into her keeping, yet she dared not make use of it herself and so, after much deliberation she gave it (and three other magical gems) to Cirrif. With great reverence he accepted the gem and, mounting it in a great amulet, made it the centrepiece of a necklace of the finest gold.

'For a while the dwarven advance across the plains was halted, but not so the insidious progress of Grymyk's poisonous lies, and shortly the slaughter was resumed. In the depths of winter, the Battle of the False Gods was fought by the gorge of the river Thunderflow. The men of Heruvor were hardy, and with Cirrif bearing the Necklace, they found new reserves of strength and courage. But the dwarven armies were almost beyond number, and their warriors were crazed with the lust for death which Grymyk had kindled in their hearts. As the sun slowly westered on that bloody field, Cirrif stood atop a low mound while his warriors fell around him. Believing the end was at hand he held the great blue stone aloft and cried, "Tarmenel! Master of the Skies! Harken to me; aid me in my hour of need!" And as his shout rang out, the eyes of many of the dwarves were opened and they knew the trickery that had been wrought on them by Grymyk and Pharastus. These fled the field, fearing the wrath of Tarmenel, who would surely come to aid his people.

'But the sun set. And Tarmenel did not come; for it was not Lilith that summoned him... As the dark crept across the sky, Karyl leapt onto Cirrif and slew him; yet even as he raised the Necklace of Lilith aloft in triumph, a blade of red steel pierced his armour from the rear, and the Necklace was retrieved by Cirrif's son. But the battle was already lost. The remnants of the once proud, human army fled in terror, leaving their lands to the frenzied victory dances of the dwarves. Cirrif's son approached the mighty gorge and cast the Necklace down, cursing Tarmenel and Lilith for the rape of his home and the murder of his father. Then, in the blackness of his despair he cast himself after it.

'Thus was the Necklace of Lilith lost to mortal man. But it is said that if anyone should find it and call upon Tarmenel, he will not fail to come a second time...'

## Recent Events

Tarmenel has been unable to return to the Prime Material Plane for fear of an attack by Pharastus. The dwarves of the Mountains of Light have declined and were long since abandoned by Grymyk, who now has his lair in the heart of Mount Strorm to where the waters of the great river washed the Necklace many years ago. However, a descendant of the dwarven king Karyl, recently found his way into the heart of the mountain, by following the gorge of the Thunderflow. Once inside, he discovered the bitter truth of his family's past. For Grymyk is no dwarf, but a cambion. Vile offspring of the accursed union between Pharastus and his human high-priestess. With his ability to **polymorph self** Grymyk was able to deceive the dwarves and corrupt their king. Grymyk has been commanded by his master to guard the Necklace, for neither them dare even touch it — let alone attempt its destruction.

Unfortunately, the dwarf was captured and brought before the cambion, now in his natural form. Grymyk cast a **quest** spell on his hapless victim so that he must bring a good cleric to claim the Necklace. Grymyk knows that Pharastus can only destroy Tarmenel on the Prime Material Plane, and for that to happen, Tarmenel has to be summoned...

The dwarf, named Grilf, made his way to the nearest city and declared to the city's ancient assembly of good clerics that he had found the Necklace. Wasting no time, they appointed a party of clerics, representing all the good alignments. With Grilf as a guide, they are to make their way to Mount Strorm and recover the Necklace.

## Starting the Adventure

If this module is being run for a party of clerics, the characters will be summoned by the High Priest of the city and given the Background History of the Necklace of Lilith (above). If the players are running characters of a mixture of classes, the DM will need to invent another method of giving them the necessary information.

The day after Grilf's revelations, the ancient north wall of the clerics' assembly chambers is mysteriously covered in a strange glowing script. When deciphered, this turns out to be details of the following new clerical spells explained elsewhere in this issue:

1st level: **combine, portent**
2nd level: **death prayer**
3rd level: **dust devil, remove paralysis, water walking**
4th level: **meld into stone, negative plane protection**

The clerics will be introduced to Grilf (see below) and before they set out, they will be provided with any normal equipment they need. If asked, the high-priest will provide each cleric with *either* a scroll with one spell of the character's choice (levels 1-4), *or* one of the following potions: **extra healing; fire resistance; invisibility; speed; water breathing.**

## Details of the Gods

The deities referred to throughout this module are Tarmenel — a Neutral Good god of the sky — and Pharastus a Chaotic Evil lord of death. The DM may replace these with appropriate deities for campaign purposes.

## The Way In

**Grilf the Dwarf**
The player characters will be escorted by Grilf across the former plain of Heruvor to the gorge of the river Thunderflow (area 1).

**GRILF** — DWARF, MALE, FIGHTER, LEVEL 6
S 18[49], I 12, W 14, D 10, C 16, CH 7; AC 1 (**plate mail +1** and shield); MV 6"; F7; hp 54; #AT 3/2; D 4-10 (strength adjustment and **battle-axe +1**); AL N; xp 915; THACO 12 (including strength and **battle-axe +1**).

Clothing/Protection: travel-stained cloak and hood over **plate mail +1** and shield
Weapons: **Battle-axe +1**, hand-axe
Personal treasure: a few copper pieces are all that the cambion left him.

Grilf is fiercely proud of his heritage, which makes him somewhat difficult to get along with. It is virtually impossible to earn his respect, short of destroying Grymyk the cambion, or saving the dwarf's life.

Grilf's story — that he found his way into Mount Strorm by chance, and then managed to escape through a secret way unknown to the cambion — does not really hold water. This will become more and more obvious as the adventure proceeds, especially since he cannot direct the clerics any further than the chamber with the dretch (area 5).

Grilf will not reveal the fact that Grymyk is a cambion. He will only talk of 'the dwarven cleric who turned my people to evil and now lives beyond his natural span of years'. He will offer his services as a guide in return for aid in slaying the 'evil priest'. He has no interest in the Necklace, but will demand an equal share in any other treasure.

If the party question Grilf closely they will soon realise that he is not telling the whole truth. Attempts to **charm** him while he is subject to the cambion's **quest** will be unsuccessful. If the clerics are having difficulty getting through the Room of Many Ways (area 10), and question the dwarf, he will feign bafflement. According to his story, this system of rooms posed no problems on his last visit.

Although **quested**, Grilf is not stupid and will be as subtle as possible in his attempts to lead all but one of the clerics to destruction. For example: he will bring up the rear as the party moves along the gorge and will not warn them about the spectre (area 1). He will claim that the side passage leading to the water trap (area 4) is the right way to go and will 'wait on guard' outside the room while the adventurers try to open the steel hatch (should the party escape he will fake shock and dismay, apologise profusely and mutter something about 'evil magic'). He knows that the Bridge of Fire (area 8) is trapped but will insist that it is perfectly safe. Finally, if there is more than one cleric left alive by the time the party solves the problem of the Room of Many Ways, he will go berserk and attempt to kill all but one.

# Fixed Encounters

## 1. The Gorge.

To gain entrance to the cambion's stronghold, the clerics must descend to the path which runs along the northern wall of the gorge of the river Thunderflow. Below the path, the gorge is 150 feet deep and the walls sheer, smooth and slippery (see DMG p19). The river is very deep and fast flowing. Anyone falling into it will take 6d6 hit points of falling and drowning damage. Unless roped, anyone who falls into the river at this point will be swept downstream and into the Guarded Cavern (area 2). At this point, a successful dexterity check means that the character grabs onto a protruding rock on the eastern wall of the gorge. He or she will be able to cling there until the rest of the party arrive to pull the unfortunate victim to safety. If the dexterity check is unsuccessful then the character will be swept into the underground lake and onto its rocky shore (see area 6).

The path is also the haunt of the spectre of Karyl (see Background) whose blind obedience to Grymyk and cruel slaughter of the Heruvians, has condemned him to haunt these caverns for all eternity. If the clerics are foolish enough to enter at night, the spectre will attack them outside the tunnel entrance. Anyone hit must make a successful dexterity check or fall into the river (see above). During the day, the spectre attacks anyone entering the tunnel which leads to the Guarded Cavern (area 2).

**Karyl — dwarven spectre:** AC 2; MV 15"/30"; HD 7+3; hp 35; #AT 1; D 1-8 + energy drain; AL LE; xp 2000; THACO 13; MM.

The party can avoid a combat with the spectre by making Grilf lead the way, although the dwarf will be reluctant to do this (see **Grilf the Dwarf** — above). Karyl will not attack anyone accompanied by a dwarf from the Mountains of Light who can prove his lineage. Thus did Grilf get past the spectre when he first came this way.

**Mount Strorm**
All passages under the volcano are natural in origin and consequently very uneven. The width varies between 5 and 10 feet and the height between 6 and 20 feet. Every 30 feet of passage there is a 25% chance of 1d4 natural fissures leading off to either side. These will be wide enough to accommodate 1 man-sized figure and will taper out after 30 feet or so. The DM may wish to encourage the players to take refuge in these fissures from time to time... They offer no protection from the undead (see area 3).

All caverns are also natural, unless otherwise stated. The ceiling height varies between 15 and 30 feet.

## 2. Guarded Cavern

This large natural cavern has evidently been worked and expanded — the floor and walls are relatively smooth. The whole area is filled with the rushing noise of the river. The river hurtles through a 30-foot-wide channel which bisects the chamber. This channel is 100 foot deep with sheer, smooth, slippery sides and is only crossable via a 5-foot-wide arching stone bridge. Anyone falling into the river will take 6d6 hit points of damage and be swept into the underground lake (see 6). 3 gargoyles watch both entrances to the chamber from the middle of the bridge. They will attack anyone stepping onto the bridge.

**3 gargoyles:** AC 5; MV 9"/15"; HD 4+4; hp 24 each; #AT 4; D 1-3/1-3/1-6/1-4; SD +1 or better weapon to hit; Int Low; AL CE; xp 285 each; THACO 15; MM.

The keystone of the bridge is trapped with a **glyph of warding** (at the 9th level of spell use) which will be activated as soon as anyone steps on it. The glyph causes this central 5-foot-square block of stone to shatter — dropping anyone stood on it into the torrent. Victims may make a dexterity check to see if they manage to grab the far edge of the bridge, followed by a strength check to see if they haul themselves up. Failing the dexterity check means that they fall into the torrent. Failing the strength check means that characters have not got a secure hold and will fall into the river in d4+1 rounds unless given suitable assistance.

## 3. Gates to the Negative Material Plane.

As soon as the party enters the cavern a group of four ghouls will materialise in the centre of the room and attack. The muffled beating of drums (from area 5) can be heard in this cavern.

There are two caves numbered 3 (3a and 3b) and both function in the same way. In both of these rough, natural caverns, Grymyk has created a gate to the Negative Material Plane. These will be activated as soon as the party enters either room, and once every subsequent turn until either the party or the cambion is destroyed. Each time the gates are activated, a new group of undead will arrive in each chamber. The groups will appear in the order shown overleaf, starting with the ghouls.

Once they have passed through the gate, the undead will track the clerics' emanations of good for 1 hour and attack on sight. After 1 hour, or when destroyed, they will return to the Negative Material Plane.

There is no physical evidence of the gates' presence, although both areas will detect strongly for evil. If the clerics cast a **combine** spell (and for the purposes of this adventure they need not all be of the same alignment) followed by a **prayer** spell, the gate will be completely destroyed. A **death prayer** spell will close the gate for 1 turn.

The groups of undead will come through the gate in the shown order. When all the groups have been destroyed/evaded, the DM should start again with group 1.

**Group 1 — 4 Ghouls:** AC 6; MV 9"; HD 2; hp 9 each; #AT 3; D 1-3/1-3/1-6; AL CE; xp 83 each; THACO 16; MM.
**Group 2 — 1-3 Ghasts:** AC 4; MV 15"; HD 4; hp 21 each; #AT 3; D 1-4/1-4/1-8; AL CE; xp 274 each; THACO 15; MM.
**Group 3 — 1-2 Wights:** AC 5; MV 12"; HD 4+3; hp 25 each; #AT 1; D 1-4 + energy drain; SD silver or magical weapons to hit; AL LE; xp 665 each; THACO 15; MM.
**Group 4 — 1 Wraith:** AC 4; MV 12"/24"; HD 5+3; hp 30; #AT 1; D 1-6 + energy drain; SD silver or magical weapons to hit; AL LE; xp 755; THACO 15; MM.
**Group 5 — 1-6 Huecuva (polymorphed into giant rats):** AC 3; MV 9"; HD 2; hp 10 each; #AT 1; D 1-6; SA Disease; SD Need magical weapons to hit; Int Semi; AL CE; xp 83 each; THACO 16; FF.
**Group 6 - 1-2 Sons of Kyuss:** AC 10; MV 9"; HD 4; hp 20 each; #AT 1; D 1-8; SA **fear 15' radius**, disease, worms; SD Regenerate 2 hp/round; Int Low; AL CE; xp 295 each; THACO 15; FF.

There are two empty torch brackets in the positions shown. If the one nearer the secret door is pulled, the door will slide open. Since the room (area 4) at the end of the passage beyond the door is a decoy and trap, the door has been designed to be found easily. If anyone (not just elves or half-elves) checks the walls the door will be found automatically.

## 4. Water Trap

The passage to this room slopes steeply downwards. The wooden door is locked and trapped by a **glyph of warding** at the 9th level of spell use. The trap is activated as soon as the door is opened and will cause 18 hit points of fire damage to anyone within 10 feet of the door (damage is halved by a successful saving throw vs. Spells).

The room is empty except for a 3-foot-square steel hatch on the western wall with five levers underneath. The stone walls, floor and ceiling of the room are all damp and the hatch is rusting which should serve as a clue to the nature of the room. To open the small steel hatch the levers must be pulled in the order 1, 3, 5, 2, 4 or else the trap will be sprung.

First, a heavy steel shutter will slide down to cover the entrance in 1 round. There is a shallow groove in the walls around the entrance (noticed as a secret door or by a **find traps** spell, for example) where the shutter drops down.

Second, a 1-foot-square section of wall in the top right hand corner of the northern wall will slide open. This is a small duct leading to the underground lake. Once open, the water will flood the room in 2 turns. The steel shutter can be smashed open (requires 200 hp of damage) or raised by a combined strength score of 36 or greater. It fits so smoothly into its concealed hole, however, that it will not be possible to raise it if it is at all damaged.

A **find traps** spell will reveal the fact that the room is magically trapped, but the caster must make a successful intelligence check (at -2) to determine the correct order in which to pull the levers.

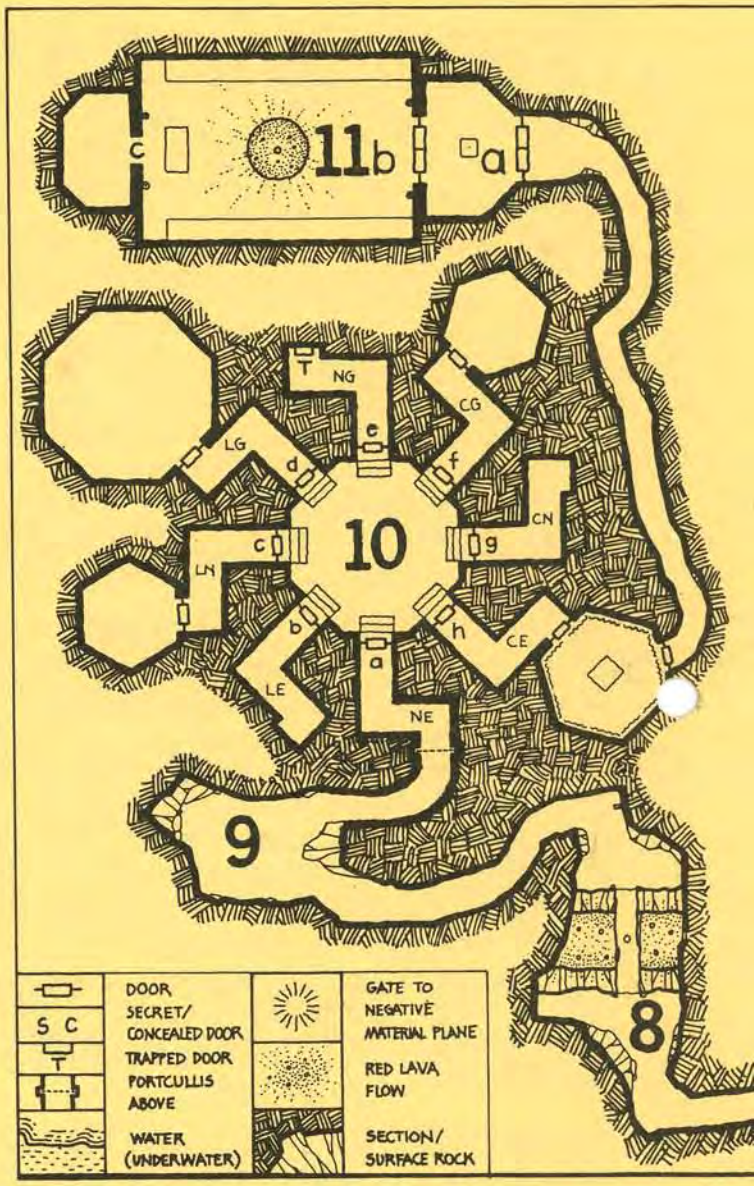
Behind the hatch is a 3-foot-square, 2-foot-deep cavity containing a golden necklace bearing three diamonds (one in a very elaborate setting) worth a total of 7500gp. When worn, the necklace acts as a **ring of fire resistance**. There are also 2 bottles containing **potions of undead control** and **speed**.

## 5. Demon Drummers

Ever since the incursion by Michledonne the paladin (see area 10i), Grymyk has stationed two dretch here as guards. Strange unnatural rhythms echo down the hallway from this chamber. Amidst stark rock walls two dretch beat on kettle drums while a vrock (type 1 demon) dances manically around the room. The demons are so engrossed in their drumming and dancing that they will be surprised on a roll of 1-4. Once aware of the party's presence the vrock will fly over and attack one character with all 5 of its attacks. If attacked by another character it will turn on him or her, in subsequent rounds it will choose its targets randomly. It will not attempt to gate in another demon and will continue to fight until killed.

**1 vrock (type 1 demon):** AC 0; MV 12"/18"; HD 8; hp 32; #AT 5; D 1-4/1-4/1-8/1-8/1-6; SA **Darkness 5' radius, telekinese** 2,000gp weight; SD **Detect invisible objects**; MR 50%; Int Low; AL CE; xp 1595; THACO 12; MM.

One of the dretch will **teleport** behind a cleric and then use its **scare** ability on the character. The other will create a **stinking cloud** to cover as many characters as possible. It will then use its **scare** ability. On the following rounds the dretch will attack with their claws and teeth. If reduced to 8 hp or less they will attempt to flee towards area 3b. They have both used their **gate** ability to bring the vrock to this chamber.



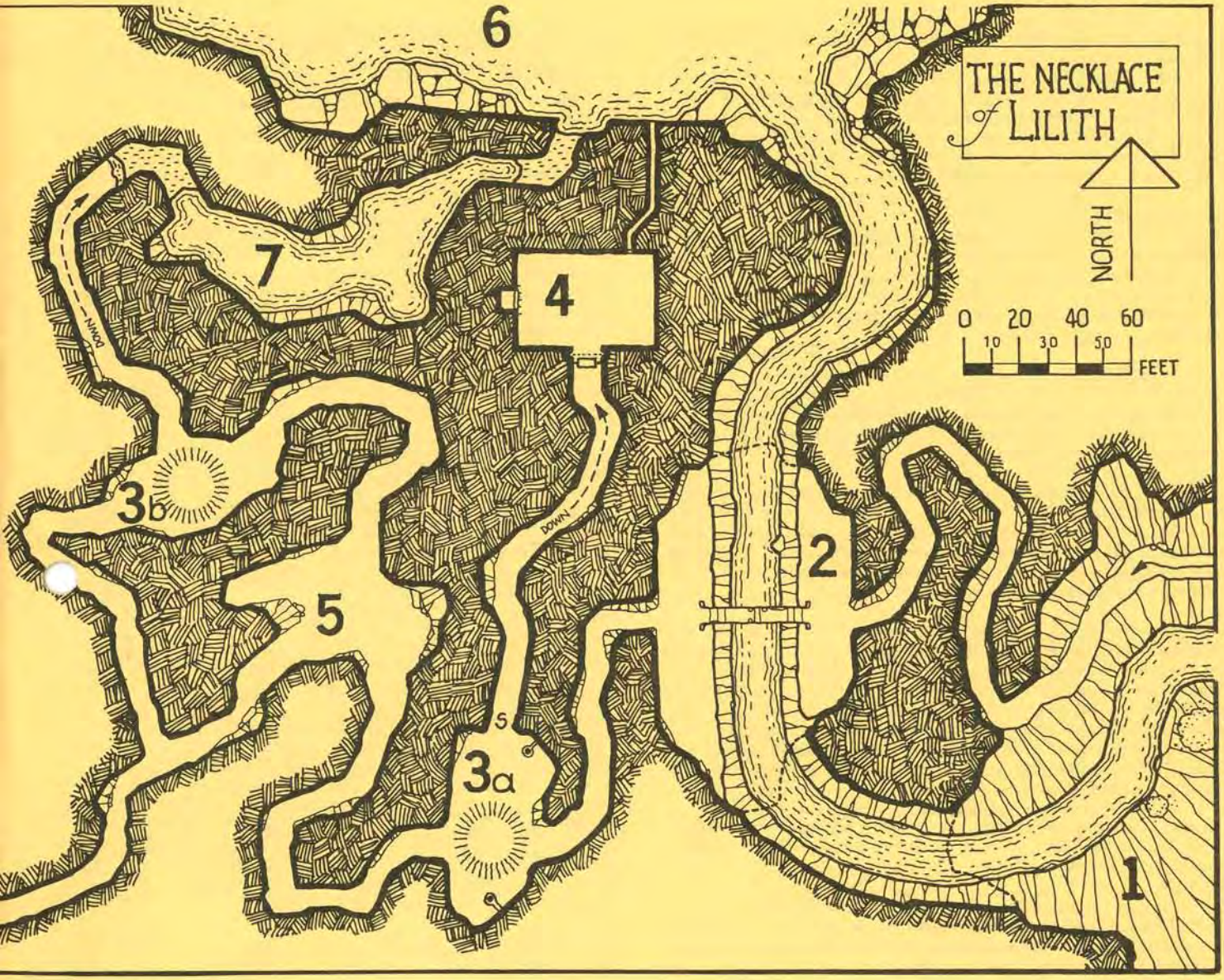

**2 dretch:** AC 2; MV 9"; HD 4; hp 18 each; #AT 3; D 1-4/1-4/2; SA **Darkness 5'** radius, stinking cloud, scare, telekinese 500gp weight and **teleport**; SD Nil; MR 30%; Int Semi; AL CE; xp 247 each; THACO 15; MMII.

The chamber holds nothing of value other than the two engraved kettle drums. These are of dwarven construction and made of gold with dragon hide stretched across them (value — 2500gp each). The engravings show the dwarven cleric Grymyk holding a religious ceremony in front of a host of dwarves. In the background numerous demonic shapes are depicted. The drums have a **permanent Nystul's magic aura** spell cast upon them and any **detect magic** spells will show them to be magical. They have no other special properties.

## 6. Underground Lake

This vast underground lake was formed by the river Thunderflow flooding a natural cavern under Mount Strorm. Dark, silent and cold, it is an eerie place. The water, however, is clean and fresh.

There are two ways that the party could find themselves here. Characters may either be swept here after falling into the river (see areas 1 and 2), areas 1 aor they may enter through the lair of the marine trolls (see area 7). In the first case, the character will be washed up on the lake shore. Since the river current is so strong, and the roof over the river so low, it is not possible to use a **water walk** spell to return to the Guarded Cavern (area 2), although any character wearing magical or non-metal armour may swim that way. In this case, the character will need a **water breathing** spell or device.




In the second case, the tunnel leading to and from the marine trolls' lair is itself under water, and any character wanting to go this way will need a **water breathing** spell or device.

## 7. Aquatic Trolls

The passage from area 3b slopes steeply downwards. After 40 feet it starts to get damp, with water dripping from the ceiling and seeping through the slime-covered walls. The tunnel ends where a rough, 3-foot-diameter fissure leads downwards. The characters will experience no difficulty in climbing down this fissure, but after 50 feet it is flooded and characters wishing to continue will need a **water breathing** spell or device. The fissure leads downwards for a further 20 feet before levelling out into a rough tunnel, at the end of which is a natural cave where two marine trolls have their lair. Bright lights or other disturbances will bring them to investigate. They will attack on sight.

**2 marine trolls:** AC 3; MV 3"//15"; HD 5+5; hp 32 each; #AT 3; D 2-5/2-5/3-12; SA/SD Regenerate 3 hp/round while under water; AL CE; xp 656 each; THACO 15; MMII.

Hidden under a large rock covered by a clump of water weed is the trolls' treasure: a **mace +1, +3 vs. undead**, and a sack containing 5000gp.

A short, flooded tunnel leads to the underground lake (area 6).

## 8. Passage of Fire

A stone bridge crosses a 30-wide chasm. A hundred foot below, red lava shifts and bubbles, sending puffs of sulphurous vapours into the air. Suspended from the ceiling 20-foot above, is a brass chain which hangs down to within six-inches of the centre of the bridge. In the passage on the far side of the bridge a lever can be seen on the eastern wall.

The bridge is trapped. When the first rank of the party steps onto the bridge the southern side will swing quickly downwards, pivoting on the far side. Characters will be able to catch the hold of the brass chain and swing themselves across to the far side. Otherwise they will fall into the lava below, taking 10d6 falling damage and, unless they have a means of protection against fire, 10 hit points of damage per round from the molten lava.

Pulling the chain causes a bell to ring, summoning the rutterkin in area 9. A **silence** spell cast at the top of the chain will still the bell, allowing the party to pass through area 9 without encountering the rutterkin. The bell is clearly visible if anyone looks upwards from the edge of the bridge with a suitable light source.

Pulling on the chain also opens a stone trap-door in the ceiling which leads to a lava vent. One round later blobs of molten lava will fall through this trap-door into the chasm. Anyone passing over the bridge will take 2d6 hit points of damage per round from the molten lava. A **find traps** spell cast in the vicinity of the bridge will reveal the trapped natures of the bridge and chain.

Once across the chasm the lever can either be pulled or pushed. Pulling the lever downwards activates a **glyph of warding** (at the 9th level of spell use), make a save vs. Spells or be paralysed for 2-8 turns. Pushing the lever upwards raises the bridge and closes the trap-door allowing safe passage over the chasm.

## 9. Flying Fiend

Providing the characters cast a **silence** spell on the chain in encounter area 8 this room will be unoccupied. If not, and if the chain has been pulled, a rutterkin will be hovering above the entrance to this cavern. As soon as the first character enters the chamber it will attack with its snap

tongs. These cause 2-8 hit points of damage when they hit and continue to inflict 2-8 points of damage per round until removed. A character trapped in the tongs becomes free after spending 1 round trying to escape and rolling a successful to hit roll against AC1. A character can make one escape attempt per round. Once the rutterkin has grasped a character with the tongs it will attack with its two clubbed fists, **causing fear** on any successful attack. Characters struck by its fists must make a saving throw vs. Spells or flee for 5 turns.

**1 rutterkin:** AC 1; MV 12" ;HD 5+1; hp 30; #AT 1 snap tongs or 2 fists; D 2-8 or 2-7/2-7; SA/SD **Darkness 5-foot radius, fear** by touch, **fly, telekinese** 1000gp weight, **teleport** once per day; MR 40%; Int Ave; AL CE; xp 605; THACO 15; MMII.

The rutterkin will not attempt to gate in a chasme and will **teleport** away if reduced to 10 or less hit points.

## 10. Room of Many Ways

This room was created by Pharastus when the Necklace was first found, and is meant to prevent anyone other than those of Chaotic Evil alignment getting past this point.

The room is a perfect octagon in plan, with dazzling white walls and a plain white domed ceiling. In the centre of each wall is a black wooden door reached via three stone steps. The doors are all identical and are so constructed that they must be spiked or wedged to keep them open. The floor is of a highly-polished black material resembling marble and the entire area radiates a strong magical aura.

When the party first opens the southernmost door a well-oiled portcullis will silently drop down behind them at the point shown on the map. Unless someone has remained on the same stretch of corridor as the portcullis the party will be unaware of this event. The portcullis is described in section 5 below. As soon as anyone crosses the threshold an unearthly voice booms out: 'If you cannot hide what you are, you must either come and acknowledge your master or remain in this, your tomb!' This is a clue both to the nature of the place and to how it may be circumvented (see below).

The eight passages leading to this room are labelled a-h on the map. These labels also apply to the rooms at the end of each passage (if any).

**The Floor**

The first lawful good character to step onto or otherwise touch the black, marble floor must make a successful save vs. Spells or be sent through a **dimension door** to room 'd' (see section 1 below) where they will remain in **temporal stasis** (as the spell) until released.

**The Doors**

The results of leaving the room through any door depend on the alignment of the character(s) concerned. No matter what exit is taken, as soon as the character turns the corner in the passage, he or she will unwittingly travel through a **dimension door** to the passage associated with his or her alignment (see below). Characters of different alignments who are roped together will still end up in their appropriate passages, and the rope will disintegrate. Characters will never be aware of travelling through the various **dimension doors**, although they will 'see' anyone of a different alignment who accompanies them 'blink out'.

The only way for the party to get beyond this system of rooms or to explore all the passages is the use of a **conceal alignment** spell. This will allow them to avoid all the **dimension doors**, explore all the passages safely and eventually reach room 'h' and Grymyk's inner sanctum beyond.

If Grilf the dwarf is still with the party when the solution is found, he will go berserk and attack the nearest character with the intention of killing all but one of the clerics (see Grilf the Dwarf — page 27). He will fight to the death, his reason gone, and will be unable to tell the clerics anything even if they can restrain him.

1. LG — Characters of this alignment end up in passage 'd', but facing *towards* the central room. Thus, to reach room 'd', a character must turn through 180 degrees after rounding the corner (of any passage) and keep walking. Room 'd' has the same dazzlingly white walls as the central room and is empty of furnishings. If anyone of Lawful Good alignment ended up here through touching the floor of the central room, the character will be found as though in a deep sleep, lying in the middle of the room, next to a figure in plate mail who is also asleep. This is Michledonne the Paladin. Once removed from the room, Michledonne and any other characters will regain consciousness in 2-5 turns.

**MICHLEDONNE** — HUMAN, MALE, PALADIN, LEVEL 4
S 15, I 10, W 16, D 14, C 14, Ch 18; AC 1 (plate mail and **shield +1**); MV 6"; P4; hp 27; #AT 1; D 2-9; SA/SD As standard for class, level and abilities; AL LG; xp 225; THACO 18; PHB.

Clothing/Protection: White surcoat over very shiny plate mail, **shield +1**
Weapons: **Long sword +1**, short bow (quiver with 12 arrows)
Personal treasure: 10gp, 1 **potion of extra-healing**, a silver holy symbol (value — 75gp)

Michledonne has a very high opinion of himself. He will take an instant dislike to Grilf (if he is still alive) and will 'solemnly swear to restore the Necklace of Lilith to its rightful place' (ie on the altar of a temple of Michledonne's faith). If the party should refuse to cast a **conceal alignment** spell on Michledonne so that he can accompany them, the DM should treat the paladin's long sword as being able to cast this spell once per day!

2. NG — Neutral Good characters find themselves in passage 'e', but facing away from the central room. Passage 'e' ends in a false, trapped door. Anyone touching it will take 2-5 hit points of electrical damage (no saving throw) and travel through another **dimension door** to end up in the middle of the central room.

3. CG — Chaotic Good characters will always end up in passage 'f', facing away from the central room. On entering room 'f' they will be confronted by an illusion of the contents of room 'd'. Thus they might see, for example, their Lawful Good companion (who disappeared touching the floor in the central room) 'asleep' in the middle of the room. The illusion will be dispelled if touched and the now empty room will echo with eerie laughter.

4. CN — Chaotic Neutrals travel through a **dimension door** to passage 'g', but end up facing the central room. The passage is a dead-end.

5. NE - Neutral Evil characters will find themselves in passage 'a', facing away from the central room. This is the passage from which the party originally entered the central room. It is now blocked by a portcullis at the point shown (see above). Anyone attempting to bend or lift the portcullis has double the normal chance to bend bars/lift gates. However, since all the edges of the portcullis are razor-sharp, a successful dice roll means that the character takes 1-4 hit points of damage, *plus* any strength bonuses of that character. The portcullis may be lifted/bent safely by a character wearing gauntlets. It will take 150 hit points of damage before being destroyed.

6. LE — Lawful Evil characters go to passage 'b', but end up facing towards the central room. The passage is a dead-end.

7. LN — Characters of this alignment end up in passage 'c'. As soon as the door to room 'c' is opened a revolting stench of death and decay is released. The room glows with an eerie green light and contains the remains of several corpses in various stages of decomposition. Anyone entering the room will be attacked by an apparition. A ghostly form takes shape out of the nauseating carrion covering the floor and moves as if to strangle whoever has entered the room.

**1 apparition**: AC 0; MV 24"; HD 8; hp 40; #AT see below; D see below; SA surprise on 1-5; SD magical or silver weapons to hit; MR Std; Int Ave; AL CE; xp 1400; THACO N/A; FF.

The victim of the apparition's attack must roll intelligence or less on 3d6. Success indicates that the apparition's attack was ineffective and that the character is immune to further attacks. A character who fails becomes stricken with horror and must roll constitution or less on 3d6, failure results in a heart seizure and immediate death. If a character successfully resists this second attack, he or she will flee in terror for 1-4 rounds during which time the apparition will again attempt to attack. The apparition will not leave the room, if successfully turned by a cleric it will become ethereal and flee for the duration of the turning.

Amongst the debris on the floor is a **footman's mace +2**, a **potion of longevity** (red with silvery-brown flecks, smells of pine and tastes of vinegar), a jewelled holy symbol of a Lawful Neutral deity (value — 1500gp), two flasks of holy water, three hammers, a set of plate mail and a **shield +1**. The shield and the holy symbol bear the same device.

8. CE — Chaotic Evil characters always go to passage 'h' facing away from the central room. The room at the end of the passage has walls hung with black, velvet curtains embroidered in lurid colours depicting various religious ceremonies of the cult of Pharastus. A low table, draped with a black cloth, bears an ornate golden bowl (value —

5000gp). The dark red liquid in the bowl glows with an infernal light and illuminates the room. There is a large oaken door behind the curtain on the eastern wall which bears a strange inscription.

Any character employing a **detect evil** spell in this room will discover that it radiates a strong evil. The liquid in the bowl is blood. The script on the concealed door can be translated by a successful intelligence check and says "Grymyk welcomes the followers of Pharastus".

9. N — Whenever a true Neutral leaves through one of the doors, the **dimension door** will take the character to one of the passages, determined at random. The DM should roll d8 and consult one of paragraphs above according to the number rolled.

## 11. Grymyk's Inner Sanctum.

**a. Ante Chamber** After negotiating the Room of Many Ways (area 10) the clerics will find themselves confronted by a pair of huge black stone doors inlaid with many strange symbols and devices. The most noticeable of these is illustrated below:

The clerics will instantly recognise this as the symbol of Pharastus. The doors are magical (see below) but not trapped and will open at the slightest push.

Inside, the room is lit only by seven black candles, set in a silver candelabra (value — 2550gp) suspended from the ceiling. The candle flames spit and hiss as they emit tendrils of sweet-smelling smoke which twist and swirl ominously when the doors are opened. A black marble pyramid stands in the middle of the room and on its flattened apex sits a large spherical gem-stone whose colour seems to shimmer and change with every passing moment. Beyond the pyramid is another set of doors, identical to the first.

The smoke from the candles is poisonous. Every character must make a saving throw vs. Poison for every turn spent in this room, or lose 1 point of strength. If the candles are extinguished then no further saving throws are necessary, but lost strength can only be recovered 2-8 turns after leaving the room.

The pyramid is 3-foot-high and bears a magical scrying device. Grymyk the cambion wears a ring set with a stone similar to that on the pyramid. By looking into this stone he is able to see all round the ante-chamber. There is a 25% cumulative chance per turn that he will look into the stone. In this case he will be suitably prepared (see below).

Only one set of doors may be open at any one time. Thus, the stone doors leading into the temple (area 11b) cannot be opened until the doors into the ante-chamber have been closed.

**b. Temple to Pharastus** The cavern is lit with an infernal glow from a large pit in the middle of the floor, and by numerous spluttering torches. But their flames only intensify the colour of the light, and make little impression on the gloom. The whole area is oppressively hot; sulphurous vapours hang heavy in the air and the ceiling is lost from view. A great granite block, draped in a black cloth which bears the symbol of Pharastus looms large on the far side of the pit. The cavern is large, but the ranks of distorted statues set against the walls make it feel claustrophobic. With hideous leers, the piercing eyes of these twisted figures seem to follow anyone in the cavern. Every available surface is covered in strange runes and sigils; some delicately inlaid in precious metals, others rudely carved into the surface of the rock. A heavy chain hangs from the ceiling over the pit and disappears from view into it.

The statues are carved from solidified lava and are both harmless and worthless.

If Grymyk has seen the party through his scrying device he will be hidden in the secret room behind the granite block. Otherwise he will be seemingly deep in meditation, with his back to the doors and he will not move when the party enters. It is his intention to allow whoever Grilf brings here (as a result of his **quest** spell) to use the Necklace of Lilith to summon Tarmenel. He will then summon Pharastus to destroy the sky god once and for all.

The Necklace of Lilith is in an unlocked casket attached to the end of the chain hanging down into the pit. This pit opens into a lava stream at the bottom. A character falling into the pit will take 10d6hp of falling damage and, unless the victim is protected against fire, a further 10hp of damage per round from the lava. The casket is only 20 feet below the edge of the pit, but since the pit is 25 feet in diameter, it will take at least two characters to raise the chain and remove the casket. If Michledonne is still with the party, he will do his utmost to stop anyone foolish enough to want to use the Necklace here. He will insist on "despoiling this foul place" and on seeking out the "evil creature responsible for such an abomination". He will attack the cambion on sight.

When the clerics have recovered the Necklace, in an attempt to encourage them to use it, the two mephits 'loaned' to Grymyk by his master will fly out of the pit and attack. The lava mephit will swoop over the party, using its breath weapon, while the fire mephit uses its **heat metal** ability. In the next round, the fire mephit will breathe as it closes to melee, while the lava mephit attacks with its claws. If the mephits seem to be losing, Grymyk will join in the combat, goading the characters the whole time. He will cast **slay living** at the paladin, followed by **protection from good 10' radius** and **hold person**.

**1 fire mephit**: AC 5; MV 12"/24"; HD 3+1; hp 16; #AT 2; D 2-4/2-4; SA Breath weapon (2-9 or 4), **heat metal, magic missile, gate**; Int Ave; AL CE; xp 214; THACO 16; FF.
**1 lava mephit**: AC 6; MV 12"/24"; HD 3; hp 14; #AT 2; D 2-9/2-9; SA Breath weapon (1-6), **gate**; Int Ave; AL CE; xp 147; THACO 16; FF.

GRYMYK — CLERIC/CAMBION, MALE, LEVEL 9
AC 0; MV 12"; C9; hp 50; #AT 3/2; D 7-12 (**mace +2**); SA **cause fear, detect magic, polymorph self**, attack as F9, clerical spells; SD Infravision, clerical spells; MR 25%; AL CE; S 18(10), I 13, W 14, D 16, C 15, Ch 8; xp 5159; THACO 9; MMII/PHB.
Clothing: black and scarlet silk robes
Weapons: **footman's mace +2**
Spells memorised: First level — **command** (x2); **detect good; cure light wounds; darkness**
Second level — **hold person** (x2); **resist fire; silence**
Third level —**animate dead; dust devil; dispel magic**
Fourth level — **protection from good 10' radius; sticks to snakes**
Fifth level — **slay living**
Personal treasure: scrying ring (value — 1750gp). Only Grymyk can use this.

The concealed door behind the granite block will be found automatically once Grymyk has been killed. The room beyond it contains a silver casket containing 10 x 5,000gp gems.

## Using the Necklace

The Necklace of Lilith is made of engraved gold, set with many glittering gems. A gold and silver amulet is suspended from the centre and in it is set a dazzling sapphire. Anyone staring into this sapphire will see the image of a white falcon deep within. Anyone of an Evil alignment will take 3-30hp of damage from touching the stone. The Necklace is a mighty artifact, and the DM should be extremely wary of allowing the party to keep the central stone. There are three other magical gems, however, and their properties are detailed below:

a) **gem of atonement** (diamond) — allows the bearer to cast this 5th level clerical spell once per day.
b) **gem of curing** (ruby) — allows the bearer to cure either **blindness, disease**, or **serious wounds** once per day.
c) **gem of karma** (emerald) — allows the bearer to cast one spell as if four levels higher (with respect to range, duration, etc) once per day.

Pharastus has the power to destroy both the party and Tarmenel, should the latter come to the Prime Negative Plane. It is therefore suggested that attempts to use the Necklace while Grymyk lives should be unsuccessful. Moreover, once the cambion has been destroyed, Michledonne (if still alive) will insist that the Necklace be taken back to the assembly of clerics (see Background — page 26) and will attack any cleric attempting to summon the Sky God. Once these minor problems have been overcome, Tarmenel can be summoned automatically by any cleric of Neutral Good alignment who invokes the deity's name while wearing the Necklace beneath the open sky. The DM may use his discretion as to what reward, if any, the Sky God sees fit to give the clerics, but he should demand the return of the Necklace, and grant them one **wish** or one seventh level clerical spell in exchange.

## Credits

Author: **Phil Gallagher**
Art: **Brian Williams**; Cartography **Paul Ruiz**
Thanks to Jim Bambra and Huw Jones.

# New Clerical Spells

by Gary Gygax and Len Lakofka

*The following official clerical spells appeared first in **DRAGON**® magazine #58, February 1982. They are presented here in much compressed form.*

DMs wishing to introduce the following into their campaign, should do so with some care. Spells like **Ceremony** or **Portent** are of a type that should be known by most clerics, and the DM may wish to make them available to player characters without the necessity for NPC interaction. As a rough guide, the chance for any cleric to know each of the following spells should be 7% *x* character level.

| | Level | Duration | Range | Area of Effect | Components | Casting Time | Saving Throw |
|---|---|---|---|---|---|---|---|
| **Ceremony** | | | | | | | |
| **(Coming of Age)** | 1 | Permanent | Touch | See description | V, S, M | 1 hour | None or neg |
| **(Burial)** | 1 | Permanent | Touch | See description | V, S, M | 1 hour | None or neg |
| **(Marriage)** | 1 | Permanent | Touch | See description | V, S, M | 1 hour | None or neg |
| **Combine** | 1 | See below | Touch | Circle of clerics | V, S | 1 round | None |
| **Magical Vestments** | 1 | 6 rounds/level | Touch | Self | V, S, M | 1 round | None |
| **Portent** | 1 | See below | Touch | Figure touched or self | V, S, M | 1 turn | None |
| **Ceremony** | | | | | | | |
| **(Dedication)** | 2 | Permanent | Touch | See description | V, S, M | 1 hour | None or neg |
| **(Investiture)** | 2 | Permanent | Touch | See description | V, S, M | 1 hour | None or neg |
| **(Consecrate Item)** | 2 | Permanent | Touch | See description | V, S, M | 1 hour | None or neg |
| **Death Prayer** | 2 | Permanent | Touch | One corpse | V, S, M | 1 turn | Neg |
| **Detect Life** | 2 | 5 rounds | 10ft/level | One creature | V, S, M | 1 round | None |
| **Ceremony** | | | | | | | |
| **(Ordain)** | 3 | Permanent | Touch | See description | V, S, M | 1 hour | None or neg |
| **(Special Vows)** | 3 | Permanent | Touch | See description | V, S, M | 1 hour | None or neg |
| **Dust Devil** | 3 | 1 round/level | 3" | Special | V, S | 3 rounds | None |
| **Remove Paralysis** | 3 | Permanent | 1"/level | 1-4 creatures in 2"/2" area | V, S | 6 segments | Neg |
| **Water Walking** | 3 | 1 turn/level | Touch | Creature touched | V, S | 6 segments | None |
| **Ceremony** | | | | | | | |
| **(Consecrate Ground)** | 4 | Permanent | Touch | See description | V, S, M | 1 hour | None or neg |
| **Meld Into Stone** | 4 | 8+d8 rounds | Touch | Special | V, S, M | 7 segments | None |
| **Negative Plane Protection** | 4 | 1 turn/level | Touch | 1 Prime Material creature | V, S, M | 1 round | None |
| **Ceremony** | | | | | | | |
| **(Anathematize)** | 5 | Permanent | Touch | See description | V, S, M | 1 hour | None or neg |

## Spell Descriptions

**Ceremony:** The nine ceremony spells mark particular blessings or curses used by individual churches. They are designed to place the right 'aura' on the event or person, although they are not, in themselves, magical. **Coming of Age** prepares a young person for their responsibilities in their church and society. **Burial** provides no additional protection for the deceased, but is said to invoke retribution should the grave be disturbed in the week following. **Marriage** places the correct aura upon the joining of two people. **Dedication** is necessary for an individual to perform specific acts, like joining an organization. **Investiture** is required to ordain a new 1st-level cleric. **Consecrate Item** prepares items for placing upon altars or in other important locations. Holy symbols and vestments are covered by separate spells, but the spell is necessary to consecrate the containers for holy/unholy water. **Ordain** is required when a cleric of any level wishes to take on the responsibilities of caring for a congregation, or similar duties. **Special Vows** pertain to paladins, knights and the solemn oaths of others. **Consecrate Ground** prepares the way for a holy building to be erected safely (otherwise there is a 1% chance per year of its collapse) and prepares a graveyard so that it turns undead as a 3rd level cleric. **Anathematize** brands an excommunicated offender with a sign denoting the offence. An **atonement** spell can make this onus fade, but it will never disappear.

**Combine:** Five clerics of the same alignment may group together to perform an action at a higher level of experience than any individual cleric within the group holds. Four ring the cleric with the highest level, and all cast **combine**. If the circle remains unbroken, the centre cleric may then cast an spell, or turn undead, as if 1-4 levels higher; each cleric in the ring within four levels of the centre cleric may contribute one extra level to the next action. Obviously, the central cleric must have remembered the spell to be able to cast it, as normal. The spell is broken if anything distracts the attention of any of the five.

**Magical Vestments:** This spell can transform the ordinary vestments of a cleric into the equivalent of chain mail (AC5). No other form of defence may be worn with it (armour, **ring of protection**, etc), although for each four levels of the cleric, the vestments become +1 for all purposes, up to a maximum of +4. The vestments are normally worn during church ceremonies when armour may not be worn; it is cancelled as soon as any protective spell (eg, **bless**) is cast upon the cleric. It only works in church and is immune to magic missiles.

**Portent:** The cleric can determine that a character will suffer ill or good fortune at a time in the future. This should be interpreted as affecting a future to hit or saving throw. The DM should decide if the **portent** is good or bad (toss a coin!) and which roll will be affected (the 5th to hit roll involving the character, the 9th saving throw, etc). The strength of the effect should be a d4 addition/reduction to the roll. Only the DM should know which the roll will be: the idea is to make the character more brave, or more cowardly, until the **portent** is revealed.

**Death Prayer:** By sprinkling holy/unholy water over a corpse killed by the undead, and uttering the prayer, a cleric reduces the chance that a body will arise as an undead itself. Likewise, the spell offers protection against the spell **animate dead** and also can block **speak with dead** unless the contacting cleric is of a higher level. The corpse is allowed a saving throw against spells based on the level reached in life, although not lower than 12. **Raise dead** and **resurrection** spells operate at a -25% penalty. Only **limited wish** or **wish** will detect the existence of the protection, or remove it.

**Detect Life:** A cleric can use this spell to tell if a creature is dead or alive, detecting the subject of a **feign death** spell, or revealing the state of someone in a coma or death-like trance. The spell's range will be reduced to 1'/level if just one inch of stone or wood intervenes, and it is completely blocked by metal, or a **medallion vs ESP**.

**Holy Symbol:** This spell blesses a new holy symbol, which must naturally be something appropriate to the deity.

**Dust Devil:** This spell conjures up a weak air elemental, 2HD/AC4/Move 18"/no attack. Magical weapons do double damage to this which must remain within 3" of the cleric. A small whirlwind is produced which can drive away gaseous forms or clouds, put out small fires, torches or lanterns, or whip up a blinding cloud of dust, sand or ash 30 feet in diameter, reducing those within to -3 on to hit rolls.

**Remove Paralysis:** This spell removes paralysis before the effect would otherwise expire, and cancels **hold** spells. All the victims must be within the area of effect, and are entitled to a new saving throw vs paralyzation. That saving throw is +3 if one character is within the area of effect, +2 if there are two, and +1 if there are three or four targets. If the new saving throw is failed, the duration of the original paralysis doubles. Subsequent **remove paralysis** spells cause 4-16 points of damage.

**Water Walking:** A character affected by this spell may walk on water as if wearing a **ring of water walking**. Up to 500 pounds over the character's naked weight may be carried without penalty; weights over 500lbs cause the spell to fail after 2-5 minutes; weights over 750lbs cannot be carried.

**Meld Into Stone:** While holding a sample of the stone, a cleric may use this spell to blend into a block of stone large enough to accommodate his or her body. The cleric may leave the stone through the entered face at any time before the spell expires. If still within the rock at the end of the spell, the cleric will be expelled taking 8d4 points of damage. All carried items must save vs petrification or be turned into stone. The following spells may affect the cleric while within the stone. **Stone to flesh** will expel the cleric for 8d4 damage; **dig** will cause 8d8 damage and the cleric must save vs death or die instantly; **transmute rock to mud** kills the cleric instantly and permanently; **stone shape** will cause 4d4 damage.

**Negative Plane Protection:** A cleric holding a holy symbol and casting this spell is protected from negative plane undead. If touched by negative plane undead, the recipient must save vs death; if the save is made, normal damage is taken, but no energy drain occurs. The creature itself takes 2d6 damage. If the save is failed, the recipient takes double physical damage, and the energy drain takes place. All such negative/positive plane contact causes a bright flash — which itself causes no damage — and dispels the protection. Should a cleric be foolish enough to cast the spell on the negative plane, instant and irrevocable death will follow.

*Are these spells as useful as the cantrips (#8 & 9)? Write to the letters page and tell us!*

# CRASIMOFF'S WORLD

## LARGEST PLAY-BY-MAIL GAME IN THE UK

A Play-By-Mail game with a D&D flavour'

'Undoubtedly, CRASIMOFF'S WORLD is a highly worthy game. It has been running for several years now and has a large number of players. Compared to others of its kind it is not expensive and it goes out of its way to encourage communication between players. I found the initial scenario interesting, and the world lived up to this promise. The fact that they are hand-written merely testifies to the immense amount of effort put in by the GM. So, with its regular newsletter, Crasimoff's World is a friendly, efficient and relatively cheap game to play, and if you wish to try a commercial PBM game with a distinctly D&D game-ish flavour, I would unhesitatingly recommend it.'

As reviewed in **IMAGINE** 18

# Earth Wood

## THE MAJOR US PLAY-BY-MAIL GAME

EARTHWOOD has been running for over 3 years in America and currently has over 2,000 players. KJC games has been granted the exclusive right to moderate this unique computer-moderated Play-By-Mail game in the UK. Twenty-five players compete all the cities of Earthwood and be the ultimate player. A typical game will last about 18 months with the first knockouts after six months.

Each player is either a king or a fantasy race or a powerful charismatic character in this world of conquest and sorcery. Your character or king controls several groups, each of which is totally independent of the others. You can recruit NPC trolls, wildmen and others into your service, or even control such powerful creatures as dragons or giant spiders. Your characters may also control or capture cities, upon which you can spend gold to improve security, increase your workshop's production, build defences and maintain or enlarge you army. With gold your wizards can undertake magical research to increase their power and knowledge and thus aid your armies in battle. Spies can search out enemy strongholds, attempt to do acts of sabotage, theft and assassination. These are just a few of the options available to a player in EARTHWOOD.

EARTHWOOD is completely computer-moderated, but the turn sheet and replies are written in plain English so that you can easily understand them. No need to look through complex charts and code books to understand this game.

If you wish to enrol in CRASIMOFF'S WORLD or EARTHWOOD, send a £5.00 cheque/PO payable to KJC Games. For this you will receive a rulebook, set-up material, the latest newsletter and the first four rounds. Future rounds are £1.25 each. European rates are as UK.

Return to:
KJC Games,
5 Vicarage Avenue,
Cleveleys, Blackpool,
LANCASHIRE FY5 2BD.

# SIX OF THE BEST!

# Now on sale....

The

# IMAGINE™ Magazine Special Edition

* Six of the best scenarios from the first eighteen months of Britain's brightest RPG magazine:
  - **THE BEACON AT ENON TOR**
  - **SIANDABHAIR**
  - **JACK OF ALL TRADES**
  - **GUARDIAN OF THE KEY TO TIME**
  - **BLACK ROSES**
  - **ROUND THE BEND**
* Brand new information for the PELINORE campaign world, including details of the County of Cerwyn and two full colour maps.

**Available from hobby shops NOW!**

**£1.95**

## TAKE NO CHANCES!

Would you send your friends out into the unknown, with nothing to guide them?

Would you want to miss out on that vital piece of information that might lead you to hidden treasure?

If you want to be sure of getting all the latest information about the best in role-playing

**subscribe to**

# IMAGINE™

**Adventure Games Magazine**

**Complete role-playing game adventures in every issue**

**12 months subscription rates**

UK & Ireland — £12 (post free delivery)
USA — $42 Europe — £21
Elsewhere — £25

Please make your cheque or postal order (no cash or international money orders accepted) payable to TSR UK Ltd and send it to:

**IMAGINE** magazine (subscriptions), The Mill, Rathmore Road, CAMBRIDGE CB1 4AD.

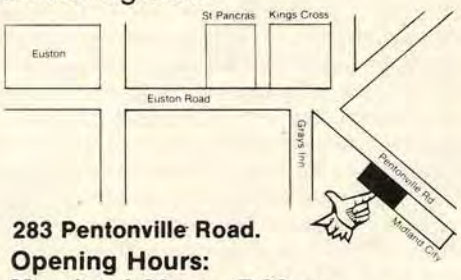
**NAME**.....

**ADDRESS** .....

.....

# GAMERS IN EXILE

Leave the world of mediocre games shops. Come to us for expert service and an excellent range of wargames, role-playing games and figures.




**283 Pentonville Road.**
**Opening Hours:**
**Monday 1.00pm - 7.00pm**
**Tuesday-Saturday 10.00am - 7.00pm**

Introducing GRAN CHACO - unique figure manufacturing service. We make figures you want but can't get.

| | |
|---|---|
| T.S.R. | Standard |
| Avalon Hill | Integral Terrain |
| Dixons | Citadel |
| Gallia/Lamming | Games Workshop |

# If you've ever been killed by the evil goblin, flamed by a dragon or turned to stone by a wizard...

**then you need Micro Adventurer – the new monthly magazine devoted to all microcomputer adventures, war games and simulations.**

**Each issue offers a wide range of stimulating features, including:**
- Helpline and Contact columns
- Reviews of the latest adventures
- Competitions with exciting prizes
- War gaming advice
- Adventures to type in and play
- Profiles of famous adventurers
- Advice on how to write your own adventures

**If all this sounds too good to be true then fill in the form below to make sure you receive your copy of Micro Adventurer.**

**SUBSCRIPTION ORDER FORM**

Please send me 12 issues (a year's subscription) of Micro Adventurer, beginning with the _____ issue.

Name _____

Address _____

_____

Signature_____ Date_____

This order should be accompanied by a cheque made payable to Micro Adventurer.

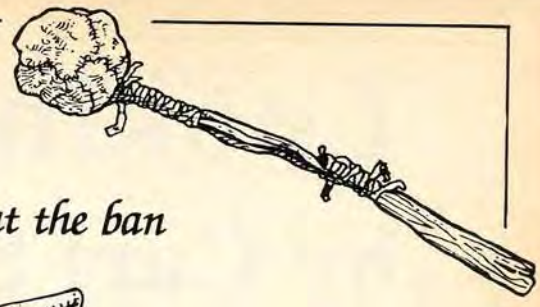
**UK subscribers**
A year's subscription is £10.00 — please send this form with payment to Micro Adventurer, Subscriptions Department, Oakfield House, Perrymount Rd, Haywards Heath, Sussex.

**US/Canadian subscribers**
A year's subscription at air-speeded rates is US$33.95 — please send this form with payment to Micro Adventurer, c/o Business Press International, 205 East 42nd St., New York, NY 10017.

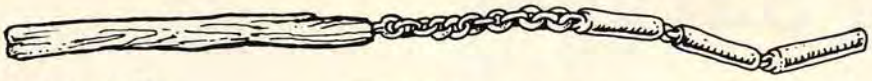



Please mention IMAGINE magazine when replying to advertisements

# New Flail Types



**Graeme Davis** *suggests new ways for clerics to beat the ban*



### The Galloway War Flail

This weapon was used in the medieval period in southern Scotland. It has a wooden handle up to 4' long, like the agricultural flail, connected by a thong or chain to an iron striker jointed in two or three places. It is reputed to have been able to wrap around a man and crush his chest even through his armour.

### The Pogomogon

This is probably the earliest type of flail, and was used by the Shoshone and Chippewa Indians, among others, early in the last century. It is thought that heavy perforated and grooved stones found on archaeological sites of the Neolithic period (c 4000-2000 BC) in Britain and Europe may have come from similar weapons.

The pogomogon consists of a heavy stone, either wrapped round with thongs or sewn into a leather bag, which swings from a wooden handle about 2' in length.

### The Protestant Flail

This is essentially a brawling weapon, and was used in Britain in the 17th and 18th centuries; it got its most common name through its use in religious disturbances in the late 17th century. It consists of a handle of ash 12-18" long, commonly fitted with a wrist-thong, from which swung a 'swipple' of lead.

### The Agricultural Flail or Swidgel

The everyday agricultural flail was used as a weapon by peasants and poachers virtually throughout the period of its use; precise forms vary with time and place, but a 4-5' handle and 2½-3' beater is common.

*The question of cost is left to the individual GM, taking into account such considerations as rarity and materials.*

## DRAGONQUEST

| Weapon | Wt | St | Dx | BC | DM | Ra | Cl | U | Max Rk |
|---|---|---|---|---|---|---|---|---|---|
| Galloway Flail | 15 | 25 | 17 | 55 | +8 | P | C | M | 7 |
| Pogomogon | 4 | 10 | 15 | 50 | +2 | P | C | M | 5 |
| Protestant | 3 | 7 | 12 | 40 | +1 | P | C | C | 5 |
| Swidgel | 6 | 15 | 14 | 50 | +2 | P | C | M | 3 |

## TRAVELLER

**Galloway Flail** — As thrasher, range short +5, close -3, damage 3D+3
**Pogomogon** — As club, damage 2D+1
**Protestant** — Close range only (+3), damage 2D; if modified dice roll is 10+, target is knocked out.
**Swidgel** — As thrasher, damage 2D, range close -2, short +3

## BASIC ROLE PLAYING

| Weapon | BA/P | DAM | BP | Notes |
|---|---|---|---|---|
| Galloway Flail | 05% | 2D6+2 | 20 | |
| Pogomogon | 20% | 1D6+2 | 15 | |
| Protestant | 25% | 1D4+2 | 20 | KO on Impale result |
| Swidgel | 15% | 1D6+2 | 15 | |

## TUNNELS & TROLLS

| Weapon | Dice + Adds | ST | DX | Wt | Notes |
|---|---|---|---|---|---|
| Galloway Flail | 5+2 | 20 | 15 | 200 | |
| Pogomogon | 3 | 13 | 13 | 50 | |
| Protestant | 2 | 10 | 13 | 30 | CON ST at ¼ attacker's level or KO |
| Swidgel | 2+4 | 15 | 12 | 60 | |

## BUSHIDO

| Weapon | Min STR | Range | Dam | Wt(lb) | Notes |
|---|---|---|---|---|---|
| Galloway Flail | 25 | L/M | 2D6+3 | 20 | |
| Pogomogon | 15 | M | D4+2 | 4 | |
| Protestant | 2 | S | D3+2 | 3 | See below |
| Swidgel | 10 | M | D6+1 | 10 | |

**Notes:** A Protestant flail adds +3 to subdual attacks; optionally a Ninja character may make a Ninjutsu BCS to knock out a victim silently and indetectably.

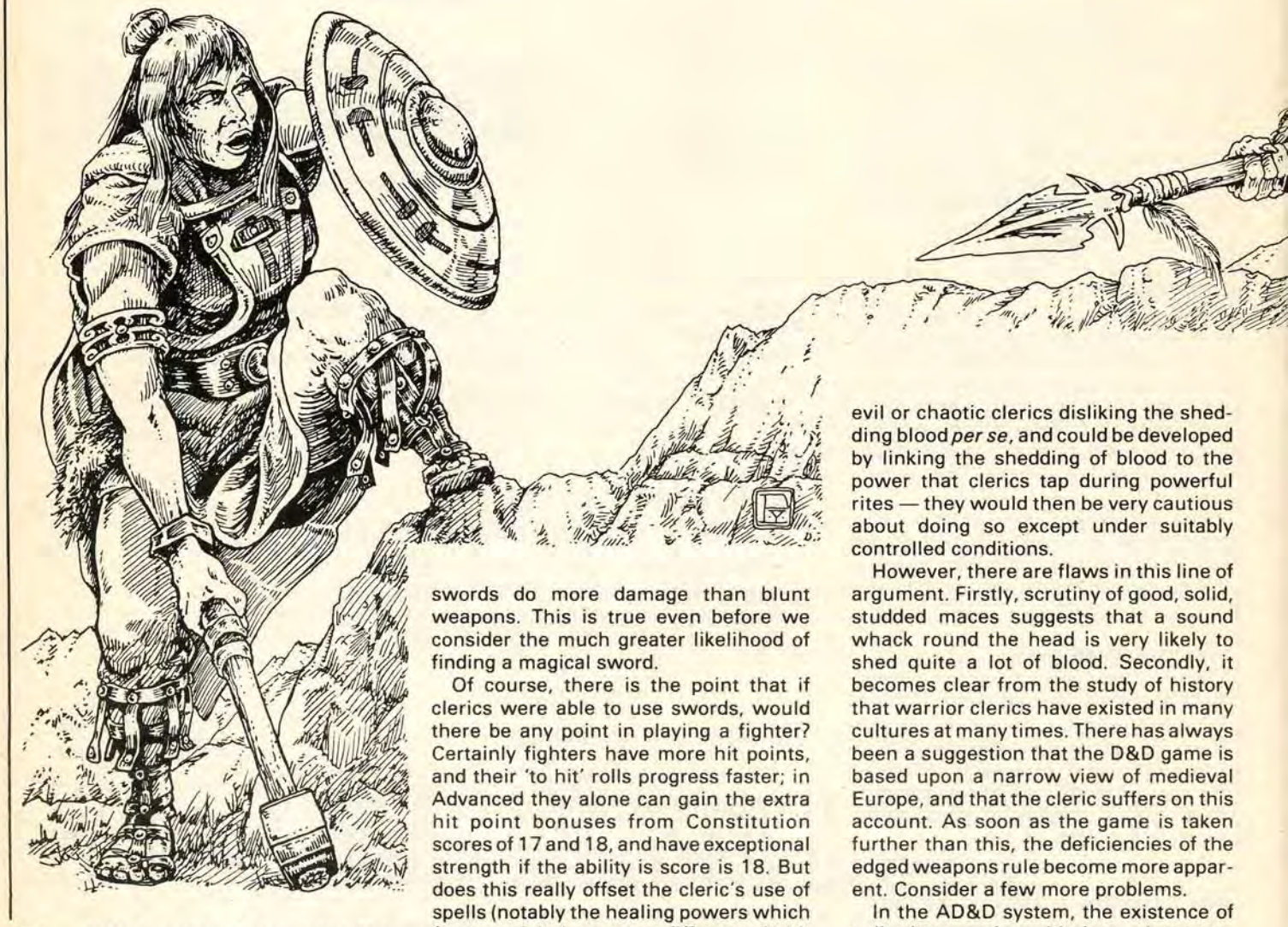
## ADVANCED DUNGEONS & DRAGONS

| Weapon | Weight | Length | Space | SF | Damage S/M | Damage L | AC Adjustments 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Galloway Flail | 200 | 6-7' | 12' | 9 | 2-12 | 2-8 | +3 | +3 | +2 | +2 | - | +1 | +1 | +3 | +2 |
| Pogomogon | 50 | 2½' | 4' | 5 | 2-5 | 1-4 | +1 | +1 | +1 | - | - | -1 | -1 | -2 | -3 |
| Protestant | 30 | 1½' | 2' | 3 | 1-3 | 1-2 | - | -2 | -1 | -1 | - | -1 | -2 | -3 | -4 |
| Swidgel | 75 | 6-7' | 12' | 7 | 2-8 | 1-4 | +1 | +1 | - | - | - | -1 | -1 | -2 | -3 |

A Protestant Flail gives a +25% bonus to subdual attacks, and may be used by an Assassin character to knock out a victim at the same probability as for a normal assassination.

# Looking For An Edge

## by Carl Sargent



**This article is going to examine the impact that just one of the rules of the D&D® game — in both Basic and Advanced — has had. This rule concerns clerics and the prohibition of edged weapons. It is just a very small part of the game, but it has a radical effect on the way the cleric is played.**

In most D&D campaigns, the combat role of the cleric is to act as a second-line fighter. Their ability to wear metal armour and their fairly favourable combat results make them ideally suited to step into those melee situations where the fighters need help. Their effectiveness in combat suffers from one critical disadvantage, however, that while the fighters are hacking away with their d8 swords, the clerics use their maces or staffs for d6 damage. Despite all the complications of different armour classes, weapons and sizes of opponents in the Advanced game, the principle there remains the same — swords do more damage than blunt weapons. This is true even before we consider the much greater likelihood of finding a magical sword.

Of course, there is the point that if clerics were able to use swords, would there be any point in playing a fighter? Certainly fighters have more hit points, and their 'to hit' rolls progress faster; in Advanced they alone can gain the extra hit point bonuses from Constitution scores of 17 and 18, and have exceptional strength if the ability is score is 18. But does this really offset the cleric's use of spells (notably the healing powers which far outweigh the meagre difference in hit points), the turning abilities and the superior saving throws? In the D&D system, a sword-wielding priest would be greatly superior to a fighter, and I suspect most players of the Advanced game would think this was equally true unless an 18 Strength or Constitution had been rolled.

This 'imbalance' probably accounts for the existence of the edged weapons rule, rather than any original conception of the cleric as a non-sword wielder. But both the systems then developed 'logical' reasons for the prohibition. The **D&D Basic Rules** tell us that 'religious codes' prohibit the use of edged weapons, while the AD&D game specifically says that it is the shedding of blood that is abhorrent to the cleric. In part, this may be symbolic; even evil and chaotic clerics might only spill blood in the context of a sacrifice to their deity, and the haphazard shedding of blood in combat would not be agreeable to them. This is a neat point which gets around the psychological implausibility of evil or chaotic clerics disliking the shedding blood *per se*, and could be developed by linking the shedding of blood to the power that clerics tap during powerful rites — they would then be very cautious about doing so except under suitably controlled conditions.

However, there are flaws in this line of argument. Firstly, scrutiny of good, solid, studded maces suggests that a sound whack round the head is very likely to shed quite a lot of blood. Secondly, it becomes clear from the study of history that warrior clerics have existed in many cultures at many times. There has always been a suggestion that the D&D game is based upon a narrow view of medieval Europe, and that the cleric suffers on this account. As soon as the game is taken further than this, the deficiencies of the edged weapons rule become more apparent. Consider a few more problems.

In the AD&D system, the existence of split-class and multi-class characters ensures the existence of fighter-clerics, and even half-orc cleric-assassins! If the narrow view of the cleric is taken, then neither of these 'characters' is possible; they are both capable of killing in any manner for monetary gain on the one hand, yet have a religious prohibition or 'righteous' abhorrence against casual execution on the other. These classes can only exist if one takes a different view of the clerical part of the character. For example, a sect which believed in the elimination of non-believers might well have cleric-assassins, poison dripping from their knife blades....

Even so, it might be possible to twist the logic so that the edged weapons rule still made some little sense in this context. But another problem from the Advanced game seems more insoluble. The deities of Greyhawk, or the DEITIES AND DEMI-GODS® Cyclopedia, throw up a number of examples of gods who would be unlikely to prohibit their followers from using edged weapons. Take two recent exam-

ples from the pages of **DRAGON® magazine**. It specifically states that the followers of Heironeus are 'especially warlike' and one could guess that many of their temples are decorated with pictures of Heironeus triumphant in battle — complete with his magnificent **battle-axe +4** (November 1982). In the December 1982 issue there is an even better example. The lesser god Trithereon the summoner, a CG deity, has the role of protecting liberty and exacting retribution from oppressors. Because of this 'those (clerics) of 4th and higher levels are permitted the use of spears, and at 8th and higher levels clerics of Trithereon can employ broadswords.' Since this was penned by the man who designed the game in the first place, I think it fairly settles the issue.

It seems, therefore, that the edged weapons prohibition is pretty hard to justify for those campaigns where clerics serve deities who, themselves, would be unlikely to insist upon it. On the other hand, there are some sound reasons for the mace and staff having a special importance for clerics. They do not just fight, after all. A cleric has to tend to the faithful, punish those who have fallen from favour, and convert the misguided. Since the class does not lend itself towards the true clerical servant, as opposed to the warrior-priest, players tend to overlook these points. The staff could be seen as a symbol of the link with the divine; the mace as a symbol of the special purpose of the cleric. In the Advanced game, the flail is an excellent instrument for chastising the unbeliever. One might well argue that clerics, in their initial training, would certainly specialize in the use of such weapons.

Given this, a cleric could not turn to the use of a sword in battle in the blink of an eye. Training in weapons is presumably a long business, though neither rules system explicitly says how long it takes. However, given that a cleric in the Advanced game starts with proficiency in the use of two weapons, and can only develop proficiency in one more at the 5th level, it must be quite slow.

Further, since the cleric has gained initial experience in the use of the mace, staff or flail (or warhammer, or club — although the latter doesn't fit the symbolic-value role too well), suddenly switching to the use of a sword is dubious. Most swords require a different touch from the crashing blow of the blunt instrument, and skilful use of them only comes to the fighter through extensive training. The cleric has much else to do between adventures; tending to the flock, collecting funds to repair the church roof, thanking the protecting deity after a success, atoning for failure, maybe translating religious texts, studying, training acolytes. So the cleric will not be able to select an edged weapon on practical grounds, rather than on religious or moral ones.

However, a member of a fighting order might never engage in the kinds of activity adhered to by his more peaceful brother. In this case a restriction that could be implemented without imposing too much upon credulity is that such clerics will only fight with the prescribed weapon of their deity. Thus the follower of Heironeous will happily fight with a battleaxe instead of a mace, but in this case will not gain additional weapon proficiencies at all; only one weapon is allowed by the deity. Even in the D&D game, something similar can be substituted for the existing rules, whereby the cleric may only ever fight with one kind of weapon. Initially, armed with a sword instead of a staff, the acolyte has some advantage — but no matter how many times a **short sword +1** or **two-handed sword +2** becomes available, this dedicated priest will never change from his longsword. Imagine the irony when the first **mace +3** or **snake staff** appears!

If you retain a prohibition so that a cleric can use only one weapon, there may be occasions when even this comes under pressure. Consider these examples:

An adventuring cleric is captured by evil priests. He is kept in a cell, stripped of armour and weapons, and starved. He manages to escape (it doesn't matter how, for the sake of this example). He steals into a chamber where he sees a bloodied, tottering evil cleric standing over the bodies of the two paladins with whom he had travelled (our hero is of Lawful Good alignment). The cleric makes a pass with his hand, muttering 'Now I shall turn your very souls to evil.... anti-paladins shall you be!' Our hero quails; the evil priest has his back turned, but the cleric has no spells, no weapons — and very little time! The only thing he can see which might save the two faithful paladins is the **Holy Avenger** one of them has dropped. What a dilemma! Can it really be said that the cleric's religious codes prohibit him from picking this up and striking the evil priest with all his might? Surely this is less evil than having two powerful and utterly unblemished servants of his god so horribly corrupted?

Maybe yes, maybe no. It is a very extreme example, but then absolute prohibitions can fairly be judged with extreme case. This example shows up what most of us believe to be true, that morality and ethics are shades of grey and not clear-cut, all-or-nothing affairs.

The second example comes from a campaign I was playing in. A brush with some poisonous spiders, and a series of 1s on our d20s, left a party of nine without any of their three fighters. The two clerics duly raised them all and neutralized the poison, but with the time pressure we were under, there was no opportunity to wait for them to recover. So, the six remaining had two clerics up front — and the two magic **swords +2** in the party's possession were unusable to anyone in the party. And how we needed the special detection powers one of those swords had! The DM ruled that the use of these powers constituted use of an edged weapon (an interesting problem on its own). Anyway, my CN cleric, who, frankly, would not have been worried by spilling plenty of blood, had to sulk and make do with her mace. Then we ran into the monsters who could only be hit with magical weapons.... The scenario inevitably suffered from the restriction, although we made it in the end.

In conclusion, while hit rolls and damage penalties could be justified on pragmatic grounds, surely it can't be argued that every cleric, no matter what alignment, or the nature of his or her mission, is absolutely and completely denied the use of any edged weapon, even a magic one of the same alignment. Put like this, the prohibition seems very extreme; but that's the way the rules stand.

***Carl Sargent***

*The inspiration for this piece came from the excellent dialogue between John Sapienza and Bruce Humphrey in* ***DRAGON magazine****, October 1982.* ***CS***

# Notices

## Raid on Rajallapor

Grenadier Models Inc are primarily a manufacturer of excellent figures. They are now producing material to use them with. **Raid on Rajallapor** is 'Dogs of War' style action for 4-6 players of the **Mercenaries Spies & Private Eyes** game. The equipment provided seems suitable for 8 characters although 6 suggested ones are included. Unlike other MSPE scenarios it does not contain conversion material for **Espionage**, but is hardly compatible in any case. The setting is North Western India and the team must obtain certain items during the operation. In the build-up to the mission they are in effect given an offer they cannot refuse. Some players are far from enthusiastic at being forced in such a manner. Clearly there is always the danger they will resist and ruin the scenario. For the actual mission the 'mercs' are well equipped; they need the hardware.

As regards presentation, the illustrations are adequate and the maps extensive. Noteworthy are the ground plan interiors of the buildings on which figures (by Grenadier?) may be placed. Another interesting feature is the inclusion of a solo scenario for the GM 'who never gets a chance to play in the game he runs'.

Although I'm not a great believer in the 'Do you take her up on her offer? Go to 28' approach to gaming, it was a nice idea which is not mentioned on the outside cover.

The scenario is well produced but I have my doubts about supernatural intervention, a device which also appears in **Jade Jaguar**. Perhaps the designers think this is an original way of shaking the players. But if it is repeated, surely it loses its impact? Alternatively it could be a way to cash in on the popularity of other systems. Either way I suspect the fictional Shannon from the Dogs of War or the real life 'Mad Mike' Hoare would be far from impressed.

***Nick Davison***

## Disappearance on Aramat

Grenadier's **Traveller** scenario **Disappearance on Aramat** centres on a search for a lost party of archaeologists on an uninhabited world. The plot is more complex than this of course; the players are chased by a rival group and the secret of Aramat must be discovered.

**Disappearance** is, however, a great disappointment. Although the adventure contains a fair amount of material, with many NPCs and a sub-sector map, it also has many flaws.

Firstly the presentation is shoddy. The illustrations are poor and they seem to be used merely to bulk out the booklet. Further there seems to have been chaotic editorial control. Information is repeated verbatim for no apparent reason; for instance there are two maps of Aramat, one for players, one for the referee. No information is withheld from the players because the maps are identical. One cannot readily remove the players' map. Thus you may as well show them the referee's map. Are the writers again attempting to pack out the booklet?

Secondly the adventure does not easily hold together. There is a massive continuity error halfway through. The players are captured; they have little choice in this as the force they encounter is far in excess of their fire-power. Yet the players are not held. One moment they are captured, the next they are wandering free. I see no logic in this — the players cannot reasonably escape from their predicament, yet according to the scenario they do.

As a result the module will need a lot of work to make it playable. If this is any indication of the quality of Grenadier's role-playing scenarios, then I would advise them to stick to figure manufacture.

***Stephen Nutt***

## Miniature Barbarians and Dwarves

Asgard Miniatures have just released another 25 figures from the sculpting tool of Jeremy Goodwin. These latest examples of his work are 13 Dwarves and 12 Barbarians, and nearly all are up to the standard of the Orcs that have been produced over the last year or so.

The Dwarves are a splendid lot, well proportioned, nicely cast, finely detailed and in a good variety of useful poses. Some of the figures have obviously been designed with the tabletop wargames market in mind, as they are straightforward types in 'standard' poses — ideal for a regimental size unit to go with, say, the **Warhammer** rules — but even these have lots of fine detail and could be used as character figures. The real gems in the range are the individuals, where the designer has put personality into the models.

The best in the range are the Scout (a definitive dwarf thief), the Dwarf Lord in full armour complete with rune-carved sword and dragon helm, and the Black Dwarf (is this a pun?), who looks thoroughly disreputable with the eyepatch and a sinister raven perched upon one shoulder. The only one in the range which is a disappointment is the Shieldmaiden, which does not quite match the standard of the rest. Overall, recommended.

The Barbarians are the best that Jeremy Goodwin and Asgard have produced so far. These are a range of individuals, not stock figures, and all are worth looking at if you are after a figure which is a bit out of the ordinary.

It's difficult to pick out individual figures in this range as being 'the best', as all (except Haxx the Ragged, a good resculpting of Asgard's earlier Knight of Chaos) show a great deal of imagination and attention to detail — one of the figures is even wearing checked trousers under his armour, and another is armoured in a magnificent sculpted boar's helm. All show similar nice touches with war feathers, battered helms, individual facial expressions — Mad Rollo even has teeth in the middle of his leer. These are a *tour de force* of the figure manufacturers' art, and I have to confess that they are not easy to paint — but quality is its own reward. Highly recommended.

***Mike Brunton***

## Grenadier' Latest







'If it's **Grenadier**, it must be good,' quoth my DM with all the glibness of an advertising copywriter on a bad day, on my showing him their latest boxed sets. Riven with cliché he may be, but on this occasion he's certainly right, for among Grenadier's new boxed sets is the much-ballyhooed **War Mammoth of the Undead Legions**, and there is no getting away from the fact that it is a very nice piece. It comes in a simple kit form, which fits together easily and neatly, though you will have to be careful when bending tusks and trunk as the instructions advise, because the metal will break if pushed too far. When complete, the set comprises nothing less than a skeleton mammoth, festooned with bells and skulls, and bearing a howdah with two skeleton archers. Grenadier's recent releases have been among the best sculpted and cast on the fantasy market of late, and this piece is no exception, the crew being real gems. Every bolt on the rusty armour, every knuckle, every ridge on the vertebrae is clearly picked out. As an overall piece, it is both impressive and dramatic, the mahoot's war-horn and the bells evoking the apocalyptic onset of the crack of doom.

Also new from Grenadier, though not quite so eye-catching, are two sets to go with their **Champions** game, one of Super-heroes, and the other of Super-villains. Thinking about it, the design of these figures must have put sculptor Andrew Chernak's imagination to a considerable test. After all, the aim was to capture that distinctive comic-book style, but there is a limit to the number of zap! pow! poses you can invent. It's hardly surprising, therefore, that some of these figures are a bit samey, one or both arms outstretched and about to leap into flight being a popular stance. That said, the standard of casting and sculpting is every bit as good as the Mammoth piece, and the muscle-bound, body-stockinged men and leotard-clad women definitely do have the essence of those childhood heroes.

There are a couple of outstanding and unusual figures in each set. The Heroes box contains a Gargoyle with bat-wings, a tail, and a face worthy of any D&D nasty, while the Villains' includes imaginative Cobra- and Anklyosaur men (yes, as in the dinosaur). The latter is basically human, but covered with spikes and scales and with a large shell on his back. There is also a character called Wreckage, who sports a Mohican hair-do and partial body armour — someone else has seen *Mad Max* — and another suspended above the ground by the cast-in flames of his jet-pack. Truth, justice and the American way are under threat yet again — quick Robin! To the Bat-mobile!

The Grenadier sets retail at £7.95 each. Considering that imported figures always work out dearer, that's not too bad for the Mammoth, but as you only get a dozen Super-characters per box, they work out at over 60p each; expensive, even by today's standards.

**Ian Knight**

### *Product information*

*The Grenadier modules* ***Raid on Rajallapor*** *and* ***Disappearance on Aramat*** *(£4.95 each), and the Grenadier Figures* ***War Mammoth of the Undead Legion, Champions Heroes and Champions Villains*** *(boxed £7.95 each) are imported by Games of Liverpool, 85-87 Victoria Street, Liverpool L1 6DG.*
***Barbarians*** *(55p per figure) and* ***Dwarves*** *(45p per figure) are manufactured by Asgard Miniatures, Unit 22, Bar Lane Industrial Estate, Basford, Notts.*
***Zodiac Castings*** *(prices as listed in the review) are manufactured by Zodiac Castings, 83 Canning Street, Liverpool L8 7NW.*

## Zodiac Castings

Resin-cast D&D accessories are quite popular these days, and a new firm, **Zodiac Castings**, have chosen to enter the field with some fairly routine first releases. These include a Pentangle on a circular piece of floor, a trap-door, the rim of a circular pit, a tomb and a large fireplace and chimney. Frankly, these are all pretty standard items, and there is little to recommend Zodiac over their better-established rivals. The detail on the trap-door is good, but the tomb is so basic that, without the lid, it could be mistaken for a water-trough, and the stonework on the fireplace is merely suggested by a rough finish. One big advantage they do have is that they are cheap; the fireplace is only 40p, the tomb 18p, and the other items 15p each. At that price you can liven up your dungeon with a couple of accessories for less than the cost of one of your party of adventurers. No doubt Zodiac, like everyone else, will improve with experience and expand when their imagination takes off, and that may be worth waiting for.

**Ian Knight**

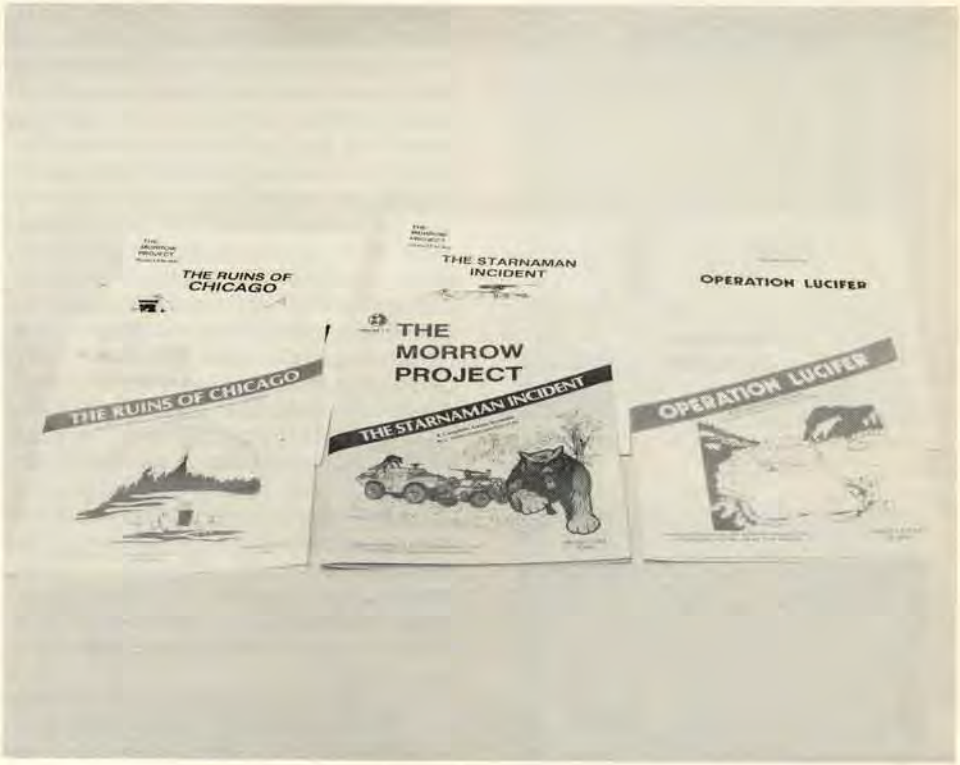
# AFTERMATH: Campaign Pack A2

**Sydney — The Wilderness Campaign** is the second module for the **Aftermath** game; a direct sequel to **Operation Morpheus**, the first release, with many references throughout the booklet. Professionally-designed, Sydney is basically a gazeteer of the city and surrounding outlands. It is designed as a starter campaign pack, and is full of useful ideas and suggestions. There is a reason behind everything that happens or exists, and fully descriptive notes allow the GM to keep players up to date on their present location and environment.

The encounters tend towards the very deadly — but may raise a giggle when first met. Experienced role-players may have already suffered at the hands (paws?) of machine-gun toting rabbits, but facing the first Carnivorous Koala, Killer Kangeroo or Wild Wombat can be a little mind-boggling.

The pack is designed only to be seen by GMs, since it contains many references to the period when the player-characters were cryogenically asleep, and to the political state of the world as it is 'now'. This kind of information will be gradually leaked to players as they negotiate with NPCs, but should not be more readily available. Since Aftermath depends more on negotiating and problem-solving than on shooting straight, the pack should become a useful aid to all referees.

***Chris Baylis***




### *Product information*

*FGU's **Aftermath: Campaign Pack A2 — Sydney** (£4.95), **Casino Galactica** (£3.65) and **Seldon's Compendium of Spacecraft 2** (£4.35) are imported by Games of Liverpool, 85-87 Victoria Street, Liverpool L1 6DG.*

*Timeline's Morrow Project modules **Operation Lucifer, The Ruins of Chicago** and **The Starnaman Incident** (£5.95 each) are imported by Chris Harvey Games, PO Box 100, Walsall, W Midlands.*

*TSR's STAR FRONTIERS module **Mission to Alcazzar** (£4.50), AD&D modules **The Sentinel** and **The Gauntlet** (£4.50 each) and the revised **World of Greyhawk** gazeteer (£9.50) are imported by TSR UK Ltd, The Mill, Rathmore Road, Cambridge CB1 4AD.*

# THE MORROW PROJECT:

As it has been some while since the **Sword of Damocles** scenario, it seems strange that Timeline have released three new Post-Holocaust specials simultaneously. It is all the more unwarranted when one finds that the three are not entirely dissimilar.

R-003 **Operation Lucifer** requires the PD to have considerable knowledge of the previous scenarios, as there are many references to past experiences. It is set in Minnesota and Wisconsin, where, for comic relief, live a number of NPCs collectively known as 'Napoleon's Own' — including such famous celebraties as Davy Crockett, Zorro, Long John Silver and, for the more adventurous, Lady Godiva. Their inclusion renders the formidable and tense plot — involving an unexploded Russian nuclear device — trivial. The vital part of all these scenarios is the interaction with the NPCs, and this suffers for the want of better ones.

The second, R-004 **The Ruins of Chicago**, is a very chatty, slow-moving adventure; not for the same, trigger-happy team that liberated Riverton in R-001. Chicago is a virtual time-bomb, with nobody prepared to trust anybody.

## The STAR FRONTIERS® game: SF4

**Mission to Alcazzar** involves a company war on an out of the way planet. The players are hired on as an investigation-cum-commando team. After a while, ex-wargamers might find themselves wondering if they haven't picked up a copy of **Fire In The East** by mistake — the centrepiece of this module is something right out of WWII.

As usual this adventure is immaculately presented. Its artwork is stunning, particularly the illustration of the world of Alcazzar. The players pull-out sheet is an excellent feature, containing all the facts they could possibly want to know.

The format of STAR FRONTIERS adventures seems to have been formalised. There are six sections, each covering a different aspect of the adventure. In this specific case, the game will fall into three phases; an investigation, an overland trek and alien contact, and then....

The first two sections are standard enough. The contact with the alien race will be tricky for the referee; it must be played with great subtlety. One must be aware of this crucial aspect of the adventure and the importance of player success in this phase.

The real gem is the last phase — a tank battle! The players drive several large exploration vehicles, much akin to light AFVs, opposed by a similar enemy force which is accompanied by a number of other vehicles. The weaponry is formidable — rockets, heavy lasers and recoilless rifles — while the final confrontation is a veritable Kursk. There are full rules to cope with all this, and thus the module adds more scope to the Basic STAR FRONTIERS rules.

The finalé is supplemented by longer-range plans for the adventurers, and ideas for other scenarios. Thus, the full scope of the pack is extensive, and many situations can be drawn from the peculiar economic position of Alcazzar. SF4 is a recommended adventure. With a little effort it can be very good value, particularly when one is let loose on the climax.

***Stephen Nutt***

## SPACE OPERA: Casino Galactica & Starships of War

**Casino Galactica** and **Seldon's Compendium of Spacecraft 2: Starships of War** are two new Space Opera supplements from Fantasy Games Unlimited.

**Casino Galactica** is an adventure setting more than a scenario. The referee is presented with a luxury holiday resort on Arcturus VI. An extensive hotel complex is mapped out, its organisation and personnel are explained in some detail. The supplement provides the referee with many NPCs, some more detailed than others, yet the range is wide. For example there are enough guest NPCs to allow some leeway for turnover, thus the referee does not face the problem of the players meeting the same old faces no matter when they visit Arcturus VI.

There are some scenario frameworks given. These are however no more than that; the basic idea is there but the referee is left with a lot of work. This is not really a drawback because of the extensive character backgrounds presented in the book. The referee, merely through interaction with the players, should be able to create some quite good situations off-the-cuff. This is useful because most of the situations will be undercover and need to be free form if they are to work.

**Starships of War** is totally different. It offers 33 warships from four of the interstellar powers of the Space Opera universe. The size of these ships ranges from a light 100-ton fighter to a huge 1,000,000-ton battlestar. Full statistics are given to allow the ships to be used in space combat. Each of the ship classes is numbered and named, and a short introduction on naval terminology is also given with some relevant rule changes.

Deck plans for the smaller vessels are provided in the same format as the earlier book on merchants, yet the scale of these plans precludes them being enlarged to allow them to fit figure scales.

The smaller ships are of real use to the referee. The larger ships are however superfluous in a role-playing context. As a result, the supplement is useless.

***Stephen Nutt***

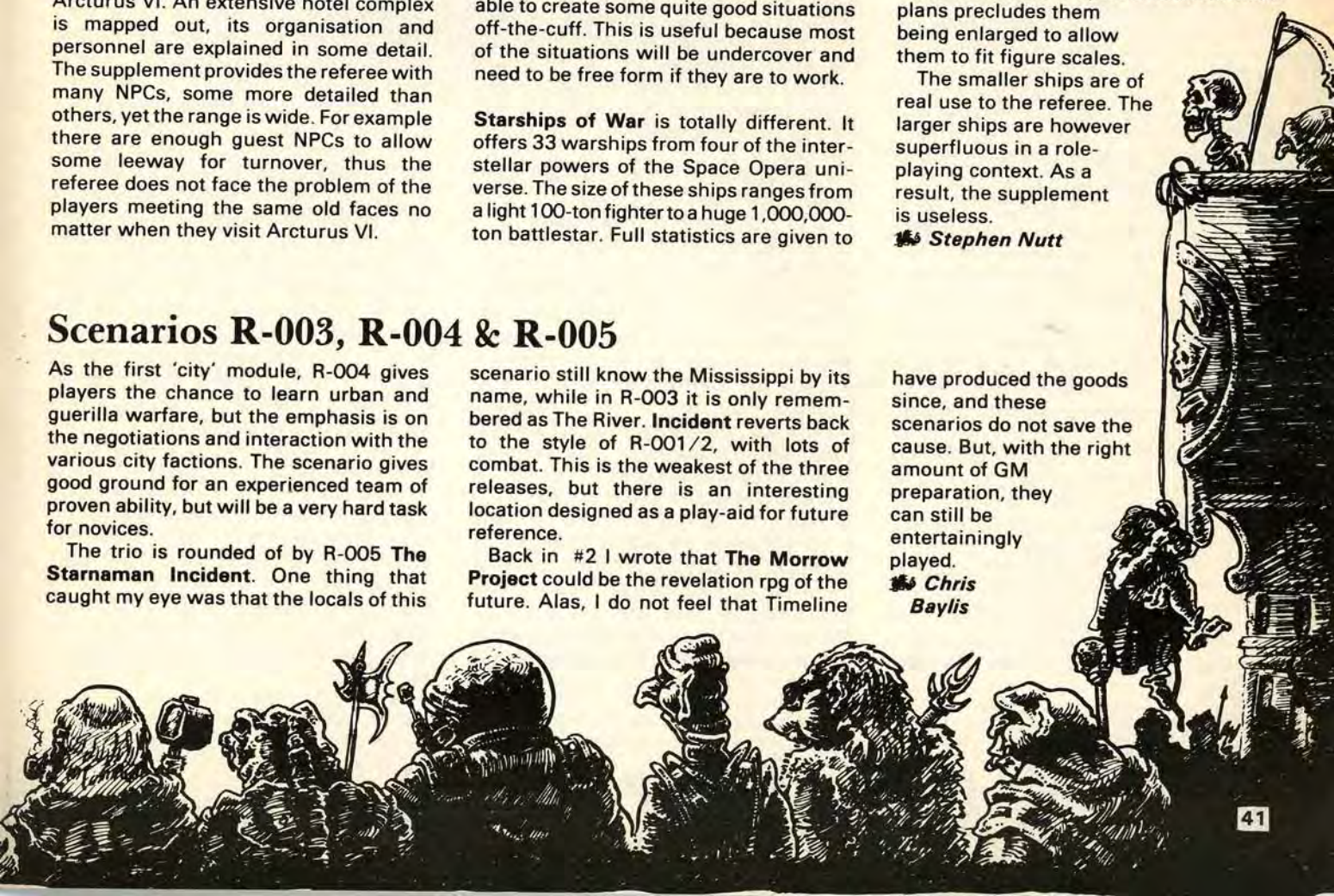
## Scenarios R-003, R-004 & R-005

As the first 'city' module, R-004 gives players the chance to learn urban and guerilla warfare, but the emphasis is on the negotiations and interaction with the various city factions. The scenario gives good ground for an experienced team of proven ability, but will be a very hard task for novices.

The trio is rounded of by R-005 **The Starnaman Incident**. One thing that caught my eye was that the locals of this scenario still know the Mississippi by its name, while in R-003 it is only remembered as The River. **Incident** reverts back to the style of R-001/2, with lots of combat. This is the weakest of the three releases, but there is an interesting location designed as a play-aid for future reference.

Back in #2 I wrote that **The Morrow Project** could be the revelation rpg of the future. Alas, I do not feel that Timeline have produced the goods since, and these scenarios do not save the cause. But, with the right amount of GM preparation, they can still be entertainingly played.

***Chris Baylis***



# Notices & Games Review

## ADVANCED DUNGEONS & DRAGONS® modules: UK2 & UK3

UK2 **The Sentinel** and UK3 **The Gauntlet** are the two component parts of the Adlerweg series, which, although set in the World of Greyhawk, are easily adaptable to any AD&D campaign. It is also possible to play each separately.

**The Sentinel** starts with the party being called in to help rid Kusnir village of the attentions of a pest who has been acting most strangely (it gives nothing away to say that the pest is to be found in the FIEND FOLIO® Tome; both this and the **Monster Manual** will be required to play the adventure). The party's attempts to find the creature will take them through several encounters, most of which yield information as to who or what the Sentinel is. Indeed, most fun can be had by introducing the adventure as a straightforward monster hunt without mentioning the Sentinel and letting the party discover the rest for themselves.

One part of the module I didn't like at first was the 'Outline of the Adventure', which lists the anticipated sequence of events and seems to dictate what the players should do. However, things follow a fairly natural order from the information discovered and players are manipulated only in the sense that it should be obvious where they will go next.

If successful, the party concludes by finding the Sentinel and being urged to proceed as quickly as possible to UK3 — more sales for TSR! To be fair, an option is given for an NPC party to continue the adventure, but that would be a waste as UK3 is even better than its predecessor.

Most of the action in **The Gauntlet** takes place in and around the Keep of Adlerweg, the defences of which are extremely well-detailed. At one stage in this module the party is assailed by a veritable army, numbering over 180 assorted creatures! This could prove rather difficult to DM, as the party is likely to split into two (or even three, if they're as awkward as certain playtesters). However, the guidelines in the module, particularly the army battle plan, are excellent and should ensure that both the party and the DM survive (I still wouldn't recommend it for novice DMs though!).

The final confrontation with the Gauntlet can prove deadly. A string of unlucky die throws didn't help my playtesters, but they lost three out of seven before it was overcome.

UK2 is for 2nd-5th level characters totalling 20-25 levels, and UK3 for 3rd-6th level, totalling 30-35 levels, which seems to imply that all characters should gain at least a level in UK2! We played UK2 with 25 levels (5x5th), which seemed about right, and UK3 with 35 levels (7x5th), which produced 1 death and 4 incapacitations. Even allowing for luck, it would seem that there is perhaps too big a jump between UK2 and UK3.

Even so, UK2 is good, UK3 is very good, and together, with that one misgiving, they are excellent. ***Chris Hunter***

## Revised WORLD OF GREYHAWK

Greyhawk is the original D&D campaign world, the birthplace of such characters as Keoghtom, Heward, Mordenkainen and Tenser and the setting for many of TSR's AD&D modules. This new revised edition consists of an 80-page **Guide to the World of Greyhawk**, a 50-page **Glossography** for the Guide and a large (34x44") **Map** of the continent described.

One's eye is immediately drawn to the map. It comes in two halves and looks very pretty, drawn in bold colours and in a Tolkienesque style. However, when I came to join the two halves together I was disappointed; across the join wastelands changed colour, coastlines jumped and the 30 mile hexes became distorted. Assuming the 30 miles is measured face to face, the map, by my calculations, covers some 11 million square miles of the Peninsula which is the Land of Flanaess, the eastern portion of the continent of Oerik of Oerth. The map shows only major geographical features and settlements, but even so some of the geography seems a bit improbable; deserts occur close to forests, and a river starts in marshes on the north coast, flows (up?) into some hills, through two inland lakes and finally out into the sea off the south coast!

The Guide is entitled 'Volume Three', which threw me at first, but all is explained in the foreword to the Glossography. It is the only one of seven ancient volumes to re-surface in our time, where TSR have published it; and I thought Gary Gygax had invented it all!

The volume contains information as it would be known by inhabitants of the Flanaess. It covers the history of the land, characteristics of the various human races found there, deities, major geographical features and a paragraph on each of over 60 Kingdoms found in the Flanaess. This wealth of information, particularly the racial characteristics, gives the DM an excellent base on which to construct a campaign.

The Glossography gives the same information in AD&D terms. It contains extensive encounter tables for both geographical and political divisions covering the whole of the Flanaess. To use these fully you will need the DM's Guide, Monster Manual and Fiend Folio; but not Monster Manual 2. The guidelines on weather generation are the most comprehensive I've ever seen. The eight pages of small print look rather daunting but the actual process of weather generation is not too difficult.

AD&D stats and background for such famous characters as Keoghtom and Hereward are given, as well as several half-page wilderness scenarios which even they would probably have had problems attempting. While such information may not be directly useable, unless you run a high-level campaign, it all adds to the atmosphere. Something which I think should be important to any campaign are the deities. The Guide gave you the powers the gods are alleged to have; the Glossography gives you the facts and figures detailing what they actually can do. A seventh characteristic of Comeliness ( — physical looks) is introduced in describing these powerful beings, some of whom give their clerics special powers at extra experience point cost.

**World of Greyhawk** details a sizeable continent but it is up to the individual DM to detail inhabitants, locate towns, villages etc; construct city plans and otherwise personalize the campaign. If you haven't got a 'grand design' for your campaign worked out and don't mind the restrictions imposed by using someone else's, then world of Greyhawk will prove a worthwhile purchase. ***Chris Hunter***

# ILLUMINATIONS

## AMAZING AMBITION —
### new ideas from Chris Harvey Games

Chris Harvey Games have some interesting new items available. There is a series of frp aids that give highly detailed descriptions of various typical game settings. These can be fitted into any game or campaign, and thanks to the vastly greater attention to minutae than most referees have the time to contemplate, their use will significantly add to the verisimilitude of an encounter. Available so far are **Chilling Chambers, Alluring Alcoves, Sylvan Settings** and **Fantasy Furnishings**, all at £4.95. I'm hoping that Advanced Alliteration will be the next release from this publisher but I fear I could be disappointed.

you'll be glad of **Great Super Villains Contest** at £4.95 as this is a whole book full of real meanies. **Organisation Book 1** (£4.95) tells you how to build up your own super organisations for Super Hero games.

Should you want regular creative input to keep the action in your superworld moving, then the **Adventurer's Club Magazine** is bound to be a help. It's similar in style to the **Journal of the Traveller's Aid Society** or **Autoduel Quarterly** and issues 1-3 are available at £2.50 each.

Less good news of Hero Games (and doubtless caused by the wretched sterling

Chris has recently had some newies from Hero Games including **Justice Inc** (£13.95), a boxed **Champions** system game of the rip-roaring 30s type. Then there's **Champions 3** at £7.95 and a **Champions Screen** at £4.95. If the NPCs are wearing a little thin in your campaign,

exchange rate) is that there are some price increases. **Champions** goes to £13.95 as does **Espionage** and some of the adventures and supplements are also increased. Finally, Chris tells me that four **Morrow Project** scenarios are expected soon at a likely price of £5.95 each.

### British Grenadiers

American made metal figures have always been something of a luxury in the UK. Customs duties, VAT, a weak pound and freight charges have all combined to render them odiously expensive when compared to home-produced ranges. Despite these disadvantages Grenadier Models (in particular, their most recent ranges) have put up a respectable performance and have achieved quite a wide following. Now they will be able to take on British ranges on something like equal terms. A new company, Grenadier Models UK Ltd, has been formed as the result of cooperation between Games of Liverpool and Grenadier Models Inc. The purpose of this link is to manufacture Grenadier figures in Britain and the first range, Fantasy Lords, will be in the shops any time now. There are 24 sets in the range, blister packed and, although prices have not been finalised at the time of writing, they will be in line with those prevailing among the British manufacturers. The second range to appear, by the way, will be the popular Call of Cthulhu figures, also blister packed. Oh, and incidentally Mr Speaker sir, I should like to declare an interest. I work for Games of Liverpool and I'm also involved with the establishment of Grenadier UK so I'm by no means neutral. However, I think that the news of this development is of sufficient interest to override my natural tendency to diffidence.

### Tortured Games

An interesting joint venture was on show at Games Day. **The Halls of the Dwarven Kings** is a boxed adventure intended for use with all major rpgs. It is produced by Beast Enterprises (of **Tortured Souls** fame) and Endless Games who are well known for their **Endless Plans** floor plans. Needless to say, the adventure element is designed by Beast, while Endless Games chip in with the necessary floor plans. Contents will include fully illustrated player and DM aids. Price is £7.95 and an October release was planned at time of going to press.

### HugeQuest

The Avalon Hill version of **RuneQuest** should be with us by the time you read this. I haven't had a peek at the contents of the box yet but at nearly 40 quid for the combined players'/referee's set, those contents will have to be pretty darned good. Disregard rumours that there is a free Avalon Hill accountant with every box. It was seriously considered, I believe, until it was discovered that accountants (even free ones) are VATable.

### More Havoc

During those rare moments at Games Day when the organisers weren't awarding themselves prizes for being the 'Best' something or other, it was possible to learn of one or two new developments. Standard Games, for example, had a preview of their additional scenarios for **Cry Havoc**. They are presented in a very well produced booklet, with full colour cover, that exudes an aura of class — succinctly demonstrating the benefits of being one's own printer. Six scenarios are provided, ranging from the full blooded Battle of Little Wootton to the whimsical Knight's Lady. Bound to sell well at £2.95 and its prospects won't have been harmed by the excellent review Cry Havoc received in **DRAGON®** magazine #85.

### Mail Shot

In the final issue of The Acolyte, Pete Tamlyn suggests that there were only 3 copies of the spoof **Embassy Siege** press release (see **IMAGINE** magazine #18). Well, there was at least one other copy. I got one from Ian Marsh. Naturally, there was no chance that a bunch of Games Workshop 'B' teamers could put one over on me. I pipped it for a hoax right away. It had to be. It was inconceivable that Steve Jackson Games would produce such an interesting-sounding game. I'm sure the **Daily Mail** will get the joke as well. I think it was them I sent my copy to...

Don't wait any longer – get *more* FLAGSHIP for *less* money . .

# JOIN THE FLAGSHIP BREAKTHROUGH!

HAVE you thought about taking the PBM challenge? PBM (Play by Mail) fantasy and science fiction games are booming as never before.

PBM games pit you against the top British and international role-players. In KEYS OF BLED, you lead your people through the carnage of civil war and the threat of alien hazards on an unknown world. In TRIBES OF CRANE you bind the success of your tribe to the fortunes of the myriad secret factions struggling for power. In CRASIMOFF'S WORLD you make your bid for fame as the gods themselves vie for dominance. With full-time gamemasters backed by computers, the postal role-playing adventures are an experience you shouldn't miss.

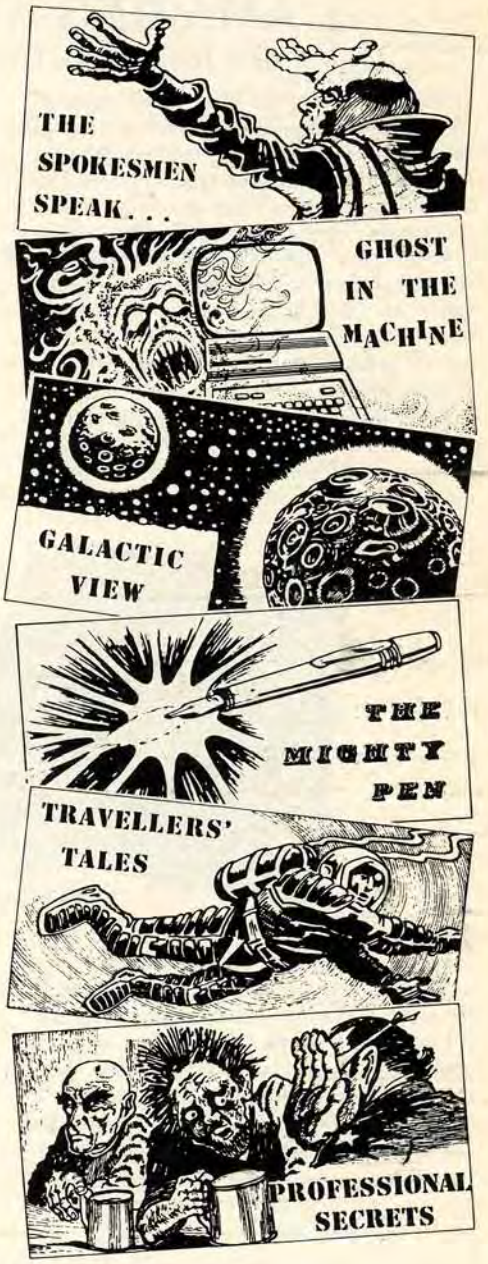
FLAGSHIP is the magazine of PBM adventure gaming. When we started in 1983, we had just 28 pages. Since then, we've matched the explosive growth of the hobby and issue 4 broke through our 40-page target, with 44 pages of reviews, illustrations, strategic advice, gamemaster commentaries, humour, fiction and stop-press news of Britain's latest fantasy role-playing game. And we now have discounts for nearly *every* British postal game, including Crasimoff's World, Feudal Lords, Galactic Conquest, Keys of Bled, Starglobe, Starmaster, Starweb, Tribes of Crane, Universe II and Vorcon Wars.

And there are more changes to come. From issue 5 we're changing our full-colour cover, and we're planning a new cover every issue from then on. We're commissioning extensive, deep analysis of play in the established British games to give our readers a decisive edge in their battles. Our free small-ad section is booming, with reader alliances forming in many of the major campaigns.

Is all this leading up to a change in price? Well, yes – but we're doing so well that we can afford to bring the price *down!* – to encourage new readers and work towards the day when every active player takes a FLAGSHIP subscription as a matter of course. From issue 5, four issues will only cost £5, making each issue cheaper than most turn fees! If you start 3–4 games a year with our discount coupons, the magazine will actually work out entirely free!

And our guarantee to subscribers is still in force: if you're disappointed, we'll refund the whole unused sub to you (minus the cost of the issues already sent). Perhaps it says something about FLAGSHIP that nobody has *ever* taken us up on this!

If you've yet to try the challenge of PBM gaming, don't wait any longer. Join the FLAGSHIP breakthrough, and let us add a whole new dimension to your adventures.




---

Send me 4 issues of FLAGSHIP from issue 4. I understand that, if I'm disappointed, I can write to cancel my subscription and get the unused money back. I enclose £5.

Name .....

Address (please print) .....

.....

..... Post code .....

Send this form to FLAGSHIP, P.O. Box 12, Aldridge, Walsall, West Midlands WS9 0TJ

FLAGSHIP



Please mention IMAGINE magazine when replying to advertisements

# CHAIN MAIL by Brian Creese

*A bi-monthly feature about the postal gaming hobby*

## EN GARDE!

*The Time: 17th Century France*
*The Place: The fashionable Arrondissements of Paris*
*The Object: To reach the top of the social tree*
*The Methods: Crawling!*

**M I P Knightley to M Court Againne:** *It has come to my notice, Sirrah, that you have been consorting with my most faithful mistress, Mademoiselle Anytime. Your arrogance, as well as your foolishness, astounds me, and you leave me no option other than to challenge you to a duel to the death. I await your instructions as to meeting place, weapon, seconds, etc.*

**En Garde!** is an example of that rare phenomenon, a commerical face-to-face game which I have only ever seen played by post. And extensively at that, for with something like seven games currently running, and between 10 and 20 players in each game, **En Garde!** has a huge number of participants. It is also a game whose basics will be particularly understandable to readers of this magazine, for the game has a historical setting and no clearly defined victory criteria, though the aim is clear enough.

The game revolves around the Social Level Table, and your aim is, quite simply, to be top of it. You might start anywhere in that table, for your starting position is dependent on die rolls. These will determine your initial status, and your background legitimacy. You will also have values for strength, constitution and expertise. So you may well find yourself at the start well up the table as a son of the nobility, or a little lower down as a bastard son of the nobility. Or right at the bottom, the penniless son of a peasant.

But be not deterred, for anything is within reach of the determined social climber! Let us assume that you are indeed the pits, the sort of man whom no member of the nobility would dream of even addressing; what are you going to do about it? Firstly, you need a job, and there is only one decent activity for the aspiring socialite, you must join the army. Sadly the 'better' regiments are not open to you, but fear not, someone, somewhere will be willing to have you. Exactly the same thing may be said of joining a club, most doors will be closed, but there is always someone...

Once ensconced in your regiment you will need to do some fighting, so you must ensure that you spend some time at the front. If you behave gallantly and bravely you may find yourself mentioned in despatches and, hey, maybe you're not so bad after all. Indeed, if you continue to fight bravely you may even get promoted, and obviously this moves you slowly up the social ladder.

But the time comes when you have to re-enter Paris society, and off you go down to your club. Drinking with your betters is the objective here, and an activity charmingly known as 'toadying'. The situation is analogous to attending GamesFair. You may enjoy yourself drinking with the masses, but buy a drink for Messrs Cockburn and Turnbull and you will have arrived. Get bought a drink by Tamlyn and the sky's the limit.

But I digress. Having gained your promotion, boozed with the acolytes (sorry!), your next step must be to find a class woman to teach you how to behave proper. The higher the class of your mistress, and the more beautiful she is, the more your social standing improves. However, if she is particularly desirable there may be other men after her, and if you discover such people there is only one honourable and gallant action open to you — sabres at dawn.

Now this is starting to get serious. I mean you may fight gallantly, and if things look very bad you can surrender (whoops, your social standards seem to be slipping) but if your opponent feels like it he may well just mis-hear you, and your involvement with the game just came to an end. Such behaviour, needless to say, is much frowned upon and the victor, instead of going up in the world, slides down, but if he wanted you out of the way enough...

But things are going well, so why not spend some of the money which by now will be flowing your way, on a party. There is kudos to be gained from every attendee, but as ever, if all the right people come to the party, *your* party is suddenly the one to be seen at.

Like many postal games of the more free-form style, every game will have slightly different rules, but all revolve around the activities I have just described. Your orders will consist of specifying your character's actions for each of the four weeks which make up the turn. To rise a level on the social ladder you need to gain three times the next level in Social Points, ie to go to 4th level you need, in a single turn, to earn 12 points, but to rise to 18th level you need 54 points. You will also need to gain enough points to keep you where you are. Points are gained for military position, military prowess, toadying, duelling, 'mistressing', holding parties and almost invariably in postal games, for writing press. Indeed the great feature of En Garde! games is the vast amount of press written about the characters.

En Garde! is a particularly suitable game for beginners to play by post, since relatively little effort is required to keep your character at a respectable level, and as such it represents an easy way of participating in a zine. However, as in life, reaching the top is a different proposition.

So, what shall I do now? Round the club for a pint or seven with Lord du Bonnet, go to the Regimental dinner or round to Mme Glenda Slag for a quick...

***Brian Creese***

*Brian will be back in issue 22 with another postal game review.*

# GAME COMPANY

***On this page we will advertise your RPG event or club, or appeal for other gamers in your area, free of charge. Write to IMAGINE, The Mill, Rathmore Rd, Cambridge.***

## Clubs

Lots of club notices this month, so you'll need your **eyes of minute seeing**...

First, anyone living in THIRSK or SOWERBY in North Yorkshire and interested in playing **Basic D&D**, ring Simon on Thirsk 22687 after 5pm for details.

Martin Lewis of WATFORD is an inexperienced gamer looking for folk aged 17+ 'who are patient enough to allow a novice to accompany them on their next adventure'. Has car, will travel — write to 95 Vicarage Road, Watford, Herts, if you fit the bill.

A notice from BLYTH... 'Do you, like us, think that the time has come for the role-players north of the Tyne to partake in the creation of a new gaming club (**AD&D, CoC** etc) in the so far ignored wilderness of Blyth? Stand up and be counted, or better still, telephone Mick on Blyth 360577'.

Carl Morris, a 32 year-old teacher, is looking for fellow role-players in the TELFORD area. He is interested in all RPGs and has written several scenarios. If you would like to help form a club, write to 51 Regent Street, Wellington, Telford, Shropshire.

David Webster wants to form a games club in the LEICESTER / LOUGHBOROUGH area. He prefers low-level play, plays **AD&D, CoC, Traveller** and others, and will learn any system. Beginners or experienced gamers aged 14+ contact:
30 Queniborough Road, Queniborough, Leics. Tel Leicester 600383.

Robert Perello is at sixth form college in LONDON (N20) and wants to know of D&D players in his area. Contact Club Ref 2001, IMAGINE Magazine.

J Lewis of EAST CROYDON, player and DM of **AD&D** with 3 years experience, is looking for individuals or groups in the Croydon area with whom to play the game. 'I believe strongly in character development and playing realistically.' Tel 01-680 9639

Now for established clubs looking for new members:

'The **Black Chasm** Role-Playing Club of BRIDGNORTH meet occasionally to play such games as AD&D, Traveller. Those who wish to join should contact Glyn Simpson, 3 Pool Drive, Bridgnorth, Shropshire WV16 5DL. Must be able to travel to Bridgnorth.'

'**Goole Roleplayers** — yes, there is intelligent role-playing life in GOOLE. We play **AD&D, RQ, STAR FRONTIERS, Traveller, Star Fleet Battles, Battlecars** and other games. The group meets at least twice a week. New members welcome, experience unnecessary. Why run from kobolds when you can slay giants with us? Contact David Benton on 0405 5029.'

'Anyone above age 10 welcome, female members especially wanted' at an RPG club in EAST GRINSTEAD. They meet at Neale House, Moat Road on Sundays from 2 to 5.30pm, to play whatever games people bring along, especially **RuneQuest, Call of Cthulhu, Car Wars, Striker, D&D. Details from Rick, East Grinstead 25377, or Phil, Copthorne 714825.**

**'South East Essex Military Society (S E E M S) is now meeting every Wednesday and Friday 7-10pm at the Rocheway Community Centre, Rocheway, Rochford, Essex. Roleplaying, board games, Warhammer** and traditional wargames. New and old members always welcome. For furhter information contact Richard Stokes, 159 Stambridge Road, Rochford, ESSEX. Tel Southend on Sea 546166.'

**SWANSEA UNIVERSITY Boardgames and Role-Playing Society meets on Tuesday evenings in term time in the Union House Bar to play AD&D, RQ, C&S, CoC, Diplomacy, 1829, Railway Rivals.** Contact Iain Bowen, 305 Neuadd Sibly (on campus).

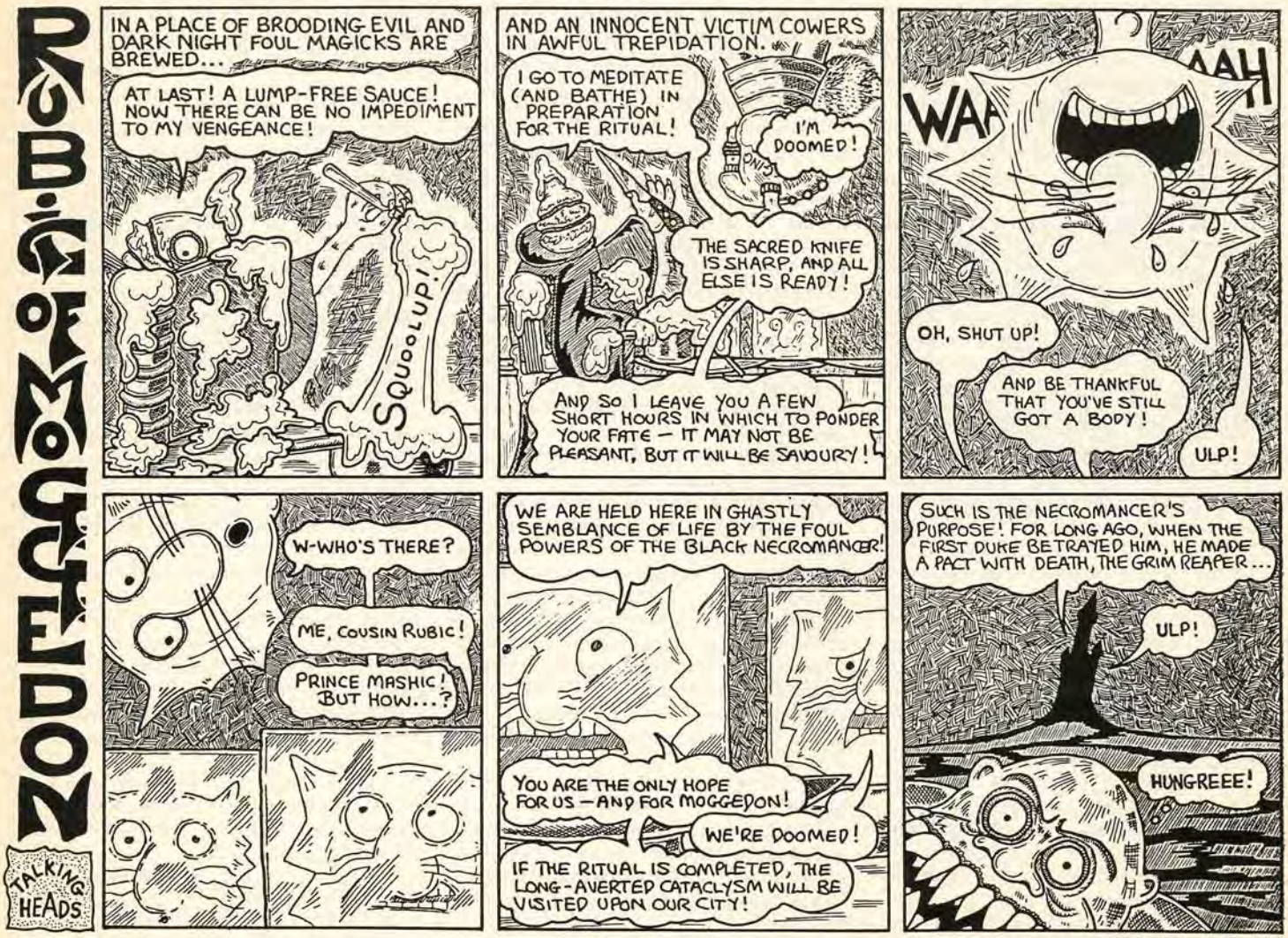
Finally, the **HIGH WYCOMBE Wargames Club** wrote to tell us that they now meet at Bassetsbury Manor on Thursdays, 7-10pm, and not as advertised in a previous IMAGINE magazine. The first visit is free, but please phone Steve Easton on Bourne End 22831 to say you are going.

## Events

You may be too late to book for **Novacon 14**, in Grand Hotel, Birmingham, November 9-11, which features Guest of Honour Robert Holdstock. Full attending membership £6. Contact Ann Green, 11 Fox Green Crescent, Birmingham 27 for details.

And you'd better book your flight now if you plan to attend **Son of Pandemonium** in downtown Toronto on January 19, 1985. This will feature tournaments, an auction, a fun-gaming area and dealers, demonstrations etc. For information write to P O Box 67, Stn. F, Toronto, Ontario M4Y 2L4.

**Yorcon** will take place 5-8 April 1985 in the Dragonara and Queens hotels, Leeds. Guest of Honour will be author Gregory Benford. Enquiries to Christine Donaldson, 46 Colwyn Road, Beeston, Leeds LS11 6PY.


DOOMDORP
TALKING HEADS
IN A PLACE OF BROODING EVIL AND DARK NIGHT FOUL MAGICKS ARE BREWED...
AT LAST! A LUMP-FREE SAUCE! NOW THERE CAN BE NO IMPEDIMENT TO MY VENGEANCE!
SQUOOLUP!
AND AN INNOCENT VICTIM COWERS IN AWFUL TREPIDATION.
I GO TO MEDITATE (AND BATHE) IN PREPARATION FOR THE RITUAL!
I'M DOOMED!
THE SACRED KNIFE IS SHARP, AND ALL ELSE IS READY!
AND SO I LEAVE YOU A FEW SHORT HOURS IN WHICH TO PONDER YOUR FATE — IT MAY NOT BE PLEASANT, BUT IT WILL BE SAVOURY!
WAH
AAH
OH, SHUT UP!
AND BE THANKFUL THAT YOU'VE STILL GOT A BODY!
ULP!
W-WHO'S THERE?
ME, COUSIN RUBIC!
PRINCE MASHIC! BUT HOW...?
WE ARE HELD HERE IN GHASTLY SEMBLANCE OF LIFE BY THE FOUL POWERS OF THE BLACK NECROMANCER!
YOU ARE THE ONLY HOPE FOR US — AND FOR MOGGEDON!
WE'RE DOOMED!
IF THE RITUAL IS COMPLETED, THE LONG-AVERTED CATACLYSM WILL BE VISITED UPON OUR CITY!
SUCH IS THE NECROMANCER'S PURPOSE! FOR LONG AGO, WHEN THE FIRST DUKE BETRAYED HIM, HE MADE A PACT WITH DEATH, THE GRIM REAPER...
ULP!
HUNGREEE!

# Fantasy Media

*Colin Greenland, author of **Daybreak on a Different Mountain** and co-editor of SF magazine **Interzone**, reviews the latest additions to the fantasy/SF media.*

*The latest in the long chain of Solo Fantasy Gamebooks was launched this autumn by Fontana. J H Brennan, already responsible for the Armada series, **Grailquest**, has written the first two in the **Sagas of the Demonspawn**, 'aimed at a more adult audience'. If you want to find out just how this aim is achieved, the books cost £1.50 each.*

**'Y**AARGGHH!' 'HNUURRGH!' 'HNNAARGGHHH!' Yes, it's **CONAN THE DESTROYER** (Universal, PG). His cowardly sidekick Malak (Tracey Walter, looking and sounding uncannily like Peter Lorre) is hiding under the altar, leaving Conan alone, but for his biceps. He takes on the black-robed horsemen who have surrounded him in the valley, and he must have insisted that they observe strictly the rules for melee rounds, because they come at him one at a time, enabling him to grind all their noses in the dust individually and in different ways.

Then comes the haughty Queen Taramis (Sarah Douglas) to offer Conan (Dustin Hoffman — oh, all right then, Arnold Schwarzenegger) a job. He has to escort the naïve young Princess Jehnna (Olivia D'Abo) to a magic castle, to fetch a magic jewel, to take it to a magic temple, to trade it in for a magic horn, to bring it home again, to reanimate the dreaming god Dagoth. Princess Jehnna's virginity must be preserved throughout, because as soon as she gets home she's going to be (don't tell Conan) *sacrificed*. So Conan assembles his motley questing crew — one princess, one thief, one giant, one wizard, one bandit — and off they quest through the primaeval landscapes of ancient Hyborea (as played by Mexico, because the De Laurentiis team were already there filming **Dune**, so they could make **Conan the Destroyer** in their spare time). 'What good is a sword against sorcery?' muses Conan, but he generally manages to find something to do with it anyway.

Fans of Grace Jones will be delighted to hear that she's quite splendid as the warrior bandit Zula, chucking hefty quarterstaffs about with great relish and accuracy. She did most of her own stunts; Master of the Sword and Fight Co-ordinator Kiyoshi Yamasaki called her 'a natural'.

**A**part from the fact that it is acted by real people, **Conan the Destroyer** is pure comicbook, which has the odd effect of making the actual animated comicbook largely superfluous. Like **Conan**, **FIRE AND ICE** (Thorn EMI, PG) is written by the Marvel team of Roy Thomas and Gerry Conway and is a tale of sword and sorcery in 'a magical world you'll never want to leave'. Truth to tell, it's a magical world I never wanted to go to in the first place, designed as it is by Frank Frazetta, whose pseudo-mystical cheesecake always left me cold.

**Fire and Ice** is directed by Ralph Bakshi, who's never really recovered from attempting the south face of **The Lord of the Rings** and getting stuck halfway. Much more enjoyable is his earlier **Wizards**, now on video from CBS/Fox, a fantasy with a sly sense of humour. Compared with this, **Fire and Ice** is a bit glum. Come back Arnold Schwarzenegger, all is forgiven. 'Grmph!' 'Hnnuurgh!' 'Grraaarrghhh!'

**M**ore heroics on ice in Gregory Benford's **AGAINST INFINITY** (New English Library, £1.75). This unusual adventure story is set on Ganymede, a moon of Jupiter undergoing geological and ecological surgery of the kind known in science fiction as 'terraforming', to make it habitable for human beings. The one major item the Earth pioneers have no way of dealing with is the Aleph, a huge but spectacularly elusive alien artifact — or is it a sentient being? Just when you least expect it, the Aleph comes burrowing out of sheer rock and tramples anything that gets in its way, shrugging off lasers and electron beams, and changing shape as it goes. Manuel Lopez, son of the mission commander, Old Matt, a taciturn space veteran, and Eagle, a savage cyborg, set themselves to hunt it down, for science, for glory, but mainly Because It's There. The macho jaunt becomes thoroughly absorbing in the hands of Benford, who writes with equal attention to scientific plausibility and human emotion, and writes well.

**THE WHITE HART** (Corgi, £1.75) is the first in a trilogy called The Book of Isle, by Nancy Springer. It's actually more substantial than its terribly twee cover would suggest: Springer has delved deep in the legend and myth of the Celtic world and produced a creditable facsimile. When her imaginary country of Welas gets misprinted as 'Wales' on p174 it doesn't seem incongruous. Ellid daughter of Pryce Dacaerin is promised in marriage to her cousin Cuin son of Clarric, but falls in love with Bevan, who rescues her from kidnap. Bevan is a demigod at the end of the Age of Gods, doomed by his own choice to mortality, but not to powerlessness. In prose that is sentimental but stately, Springer details the struggle of duty and desire as Cuin and Bevan ride out together against Pel Blagden of the Pit. She has an excellent grasp of the complex conventions of courtesy and chivalry that govern and organize the tales of knighthood in medieval texts. Much more than most modern fantasists, she uses them not only to shape and direct her characters, but also to restore clarity and dignity to material that has become worn from careless handling. WB Yeats would, I think, have approved.

***Colin Greenland***

*Colin will be here again next month, with ideas for Christmas reading and viewing.*

# Letters

*Ah-ha; you've arrived at last! We've got quite a few letters to get through this month as well. So without even mentioning the fact that anyone who has an opinion that they think they wish to share with other gamers should write to **IMAGINE** magazine (letters), The Mill, Rathmore Road, CAMBRIDGE CB1 4AD – we'll proceed.*

*Two recent articles in the magazine have highlighted the different opinions gamers have on experience and alignment. First, you will recall the article on **What To Do With A Dragon's Treasure** from #17 and **Turnbull Talking** from the issue after:*

**Jenn, Southwell, Notts:** As if anyone needed **advice** on what to do with treasure. I mean, what is there to be done with money, except hoard it and hoard it.... My lot will hate me when I suggest this method of relieving them of their wealth. Taxes are a bit boring; perhaps this will be more popular.

However, the bit about the 'genuine multi-classed character' rubs a wee bit against the grain. Do we see the birth of the — gulp — totally all-round character? I think bought experience is a fine notion, but if we are to allow human multi-classers, ability score restrictions on permissible classes should apply in all cases.

**Paul Bernal, Swavesey, Cambs:** I enjoyed What To Do With A Dragon's Treasure, and #18's Turnbull Talking. The way I see it, there is a very distinct difference between experience points and experience levels, and this can be brought out by the use of variable training costs. Xps can be awarded (rather than bought) for treasure, monsters killed and so on; this represents actual experience, using your skills in life-or-death situations. Having done this, a character must pay for training, to learn new skills and better skills, which must again be used in real action before further progress is made. All the fencing, or praying, or reading dusty tomes will be no good at all if the character cannot act under pressure.

**Jonathan Smith, Chinnor, Oxon:** Re Turnbull talking: 'officially' gps do not buy xps. I think this is made clear by page 86 of the **DMG**, though it includes rules for training costs to go up levels — more useless complexity.

**S Whitbread, Uttoxeter, Staffs:** With reference to Turnbull Talking in #18, I was interested in the question that arose. To attempt to find an answer, I referred to the **Basic D&D®** rules, and sure enough I found the answer in the Players' Manual, on page 21. It says, at the end of the practice solo adventure:

'....your newly found treasure is worth a total of 611gp.... For monsters you get.... 315. Adding it to the 611 for treasure, your total XP award is 926.'

This means that you keep both the treasure **and** the xps. Presumably this can be applied to both the Basic and **ADVANCED DUNGEONS & DRAGONS®** games.

**David Webster, Queniborough, Leics:** I had always used the xps **or** gps method, but more recently have found awarding both can be effective, depending on the players and the money supply.

**Robert Walker, Caithness, Scotland:** Was What To Do With A Dragon's Treasure a joke, or do some people not do what the article suggests?

**Jeremy Nuttall, Congleton, Cheshire:** For the first time in ages Don is talking about something worthwhile. Well done Don. We never used to make players pay for xps, but now they better watch out....

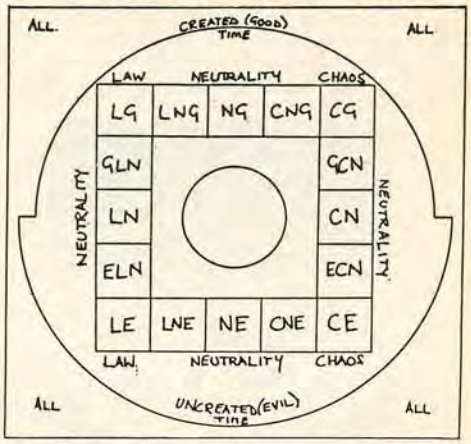
**Leigh Clayton, Portsmouth:** I don't think Don Turnbull should be given a whole page....

*Be quiet, Leigh, or he'll hear us. I think the above gives you the idea. Before we printed the article and TT, the games playing world was confused, separate and unguided. Now, it's exactly the same.... I wonder if there's a 'one true way' concerning alignment?*

**David Webster:** I have always felt alignments tend to stereotype characters, so I normally ask players for a set of their characters' principles and beliefs and ask them to stick to these as they would an alignment.

**Jeremy Nuttall:** Stirge Corner hit upon one strange area of the D&D game in the alignment system. I run my system where no player has an alignment, but acts in their own individual way. The GM is the one who determines alignment when **detect evil** spells and so on are cast. The overall feel of my campaign at the moment is one of Good struggling against Evil with Druids trying to maintain the balance.

**Jenn:** This is how I run my alignment system:




According to the history books, when All created his world, a force in opposition to that which was created came into being. At first Uncreated was not evil as we know it today, it merely complimented Created.

Eventually there developed the Three Powers — Law, Neutrality and Chaos — which were the same, and yet different aspects of the same. So the Tale of Numbers read as far as three: One, Creator, the All; Two, Powers of Created and Uncreated; Three, Powers of Law, Neutrality and Chaos.

Uncreated was jealous of the World, and of Creator's hold upon it, and so began to destroy its harmony by planting seeds of dissent. Then, with the world unstable because of its intervention, Uncreated dealt its blow: it split the Three, so they could not (and cannot) now be thought of as one — Good was divided.

But Good fought back, and forced upon Evil Uncreated the same split, disuniting and weakening it also.

So Good and Evil fight, and hold equal power. But the division of Power is different for each, for a portion of Good escaped the split. The All imprisoned Evil and split Good within Time, but whole Good remained free and united with the Creator. This may give Evil an advantage within Time — but part of Good is free.

Interesting situation, yes?


# Back Issues

**Back copies of *IMAGINE*™ magazine are still available direct from the publisher. Is your collection complete?**

1 Introductory scenario, figure painting ★
3 AD&D scenario, Dave Langford fiction
4 STAR FRONTIERS® game scenario, Anne McCaffrey fiction
5 CELTIC SPECIAL: new druid spells, Celtic mythology.
6 Acrobat class, multi system scenario, Ian Watson fiction
7 The DRAGONQUEST® game: introduction and scenario
8 Cantrips, Sorceror's Apprentice, intermediate level scenario
9 FREE BOARDGAME, 0-level MU scenario, Cantrips
10 Phantasmal Forces, AD&D scenario
11 Cavalier class, Horse Combat, Private Lives of NPCs ★
12 Solo adventure, Terrain$Climate, Brief Encounter, Enchantment ★
15 GamesFair '84 Special, Marsh Dragon ★
16 EGYPT SPECIAL: mythology, magic, scenario. PELINORE
17 CELTIC SPECIAL II: mythology, scenario. Drow ★
18 SF features, Creating Monsters, Games Without Frontiers ★
19 Companion Set scenario, Golems, Private Lives of NPCs II

**All back issues are available at £1.00 each (UK price only).**

★ Stocks running low, please order now to avoid disappointment

# Letters

*Yes it is – although, just like any other 'alignment system', I'm sure it's major attraction in your campaign comes from the fact that your players accept it and manipulate their characters within it. And that's the crux of it; each group of players needs to adopt an alignment/deities/religion system that they can feel comfortable with. Some will ignore alignment in all but its most blatant aspects, while others, like Jenn, will add a great deal of sophistication to their alignment play. This is an area where interpretation is not just an encouraged facet of the game, but an absolute neccessity.*

*The last major chunk of mail revolved around the Celtic material in #18, a subject we touched on last time.*

**Carl Seaquist, Annapolis, Maryland, USA:** I enjoyed the adventure **Tir Nan Og**, but was far less impressed by the history/mythology articles. Both the second part of **Magic & Mayhem** and all of **Lore, Lay & Legend** were simply random excerpts from old Irish and Welsh literature. Not only do I see no useful application for this information to role-playing, but I doubt that it is even helpful in personal education. It's trivia! I would prefer to see articles with smaller scope that are complete; for example, an essay on the development of one god's image in the eyes of different Celtic peoples would give a better perspective of the God, and allow the GM to role-play either the God or his followers very well. Brian Branston's **Gods of the North** is a good source for Nordic studies, and I assume his book **The Lost Gods of England** will be of equal quality.

As an example of the sketchy nature of Lore, Lay and Legend, I note the following. *Cad Soddeu* is included in a list of the three most frivolous battles of Britain, but Robert Graves has shown in **The White Goddess** that the story, which is older than the list, originally described the replacement of an entire pantheon!

**Melvyn Huntley, Poole, Dorset:** Having read the Letters Page in #18, I had to write to you and say that #16 is the best issue you have produced so far. Those readers who were 'cool' to the Egypt-AD&D link-up should be cast into the void. It makes a change for a scenario not to be based in some pseudo-medieval world. I have a fixation for Middle Eastern settings, and your special feature was like an oasis in the desert to me.

**Jenn (Again? Won't people start to talk?):** Very good articles, but watch some of the pronounciations Mr Davis — I reckon you're simplifying them a wee bit. This is the stuff which attracts me and my type — legend, lore and names with meanings that matter. Similar treatment of our friends the Norsemen would go down a treat.

**Robert Walker:** Celtic articles. How much was from the Celtic myth, and how much was from the author's imagination?

**Iain Dafydd Bowen, Port Singleton, Abertawe, Wales:** Your excellent article on the Celts was well documented and was made up of interesting 'software'. The **Mabinogion** articles were very nicely written with perhaps only two mistakes/omissions. While you corrected the mistake of Dyved to Dyfed, you missed the correction of Cantrev to Cantref — 'v' does not exist in modern grammatical Welsh. An important part of the story of Hafgan is that he recognizes Pwyll as not being Arawn and realizes that he will receive no mercy. Another point is that Pwyll and Arawn look after each other's realm so well that no man notices, and this contributed much to their friendship.

**Marcus L Rowland:** Many thanks for publishing my **Traveller** article, **The Highest Wisdom**. Unfortunately, the starship's USP didn't reproduce in the reduced format. Hardened Traveller players will need the following statistics:

**Calypso Class Laboratory Ship**
**High Guard Specifications (2nd edition)**

LX137 Hartnung Challenger
LX-4422241-010000-10000-0
Batteries Bearing 1
Batteries 1
MCr 164.91 400tons TL=13 EP=8 Agility=1
Crew=5Passengers=5Low=0Cargo=10Marines=0
The ships boat is a standard unarmed design.

***Letters edited by Paul Cockburn***

# VOP

**by Ian Gibbs**

# Next Issue


**YOU HAVE ONLY ONE MONTH TO SAVE THE WORLD**

Introducing the one-and-only

**MARVEL SUPERHEROES® game**

**At last — it's here! Come with us into the amazing world of Superhero role-playing in this special issue of IMAGINE™ magazine**

***- plus -***

**MONSTERS, MAGIC & MAYHEM — those *special* magical creations; how to breed the dragon-winged, tiger-clawed, armoured-shelled vorpal bunny from the safety of your own castle**

***- plus -***

***our own brand of Xmas fun (what? Xmas already?)***

#21: £1

There's only one word to describe a magazine that publishes science fiction of this calibre.

AMAZING™ Science Fiction Stories

Ask your local retailer to deliver or write to:

TSR UK Limited,
The Mill, Rathmore Road,
Cambridge CB1 4AD
Telephone 0223 212517

AMAZING™ is a trade mark owned by TSR Inc

# DIALOG

*Lew Pulsipher's regular column which proves that the UK and the US really are two nations divided by a common language.*

I'm the computer nut at Castle Puls, but my Alter Ego reads computer material occasionally, including the articles that they have in **IMAGINE** and **White Dwarf** magazines. So I wasn't surprised when Alter asked me why what he read in British magazines seems so different from American computer scribblings.

'Well, although there may be more computers per capita in Britain than America, if we can believe one British manufacturer, Americans spend more money on computers, and comparable equipment is cheaper in the USA. In Britain cassette tape is easily the major method of mass storage, but here the number of cassette users is dropping out of sight. For example, the Commodore disk-drive shortage occurred because 90% of the zillions of Americans who buy a Commodore 64 buy a disk drive as well, a much higher percentage than the company planned for.'

'And also,' Alter interjected, 'Commodore computers and disk drives are $100 cheaper, each, than anyone else's.'

'Yes, but prices are decreasing despite the end of the Great Suicidal Price War that killed Timex — who marketed Sinclair computers — and TI, and severely wounded Atari. Most computers sold now include a disk drive or two in the price — cheaper than buying them separately. Anyway, many games aren't even sold in cassette form any more, and you could never get much non-game software on cassette. And another difference between American and British micro-dom is usable RAM. Anything less than 48k here is a joke — in fact the 16k Atari is the only machine you can find in stores with less than 64k — and most non-reflex games are written for machines with at least 48k.'

'Why don't American software houses convert games for British computers? One million Spectrums is nothing to sneer at.'

'Hard to say, since they go to the trouble of converting programs to different machine languages here, despite the difficulties. Maybe it's just a long way from California to Britain, Alter — 7,000 miles? And American software firms don't know how to do business in Britain. Most of them can't even do business properly in America. And the American, Timex, version of the Spectrum — though it was well received when it came out before Christmas — isn't sold any longer because Timex bailed out of the computer business. They refused to risk further competition with Commodore and Atari.'

'What about 8 bit vs 16 bit?'

'It takes a while for the full superiority of the 'bigger' chips to be realized. But we're already into chips that are 16-bit at one 'end', 32 at the other, such as the Apple Mackintosh and its big-deal '1984' advert. Unfortunately, American manufacturers of both hardware and software are bogged down in IBM mania. It would be hard for British readers to imagine how the US micro industry is dominated by those three letters. The IBM PC is not bad, but it's nearly three years old — ancient by computer standards. Yet everyone (except Apple) wants to make his computer 'IBM compatible'. And when IBM comes out with a cripple like the PCjr...'

'What an awful keyboard, a throwback.'

'...yes, grossly overpriced, but the pundits fall over themselves in a hurry to say it'll become the home computer standard because of those three letters. Allegedly, everybody writes software for it, even though not many people are actually buying the machine; and sooner or later, the reasoning goes, people will buy it just so they can use all that software. I think they're wrong — people aren't that gullible, when there are so many cheaper computers around with lots of software — but who knows? And if the operating system becomes popular, Commodore and Atari will issue 'compatible' machines and decimate the PCjr. I hope. At least Britain doesn't have to put up with such BS.'

'If all that's true, Puls, maybe the British will be the innovators for a while.'

If the Apricot and the Sinclair QL are any indication, you may be right. Or the Japanese may do it with an all-in-one color-computer-monitor-TV-VCR-phonograph-tape-deck-'videotex' machine — did I forget anything?'

'AM/FM radio.'

'Sure. But while we're speaking about differences between the US and Britain, Alter, do you think the British can imagine what the D&D phenomenon is like over here?'

'Well, you told them about the morning D&D cartoon show. By the way, after the first four episodes all I could get was repeats, 'til I gave up. There was a rumor that adults complained about the excessive violence, but I doubt that explains it. Anyway, they're showing new stuff now.'

'Yes, they know about the cartoon, but what about the rest? The D&D lunchboxes for schoolkids, and D&D notepads — maybe even D&D underwear and T-shirts and bedcovers. We gave a 500-piece D&D jigsaw puzzle to Jim and Karen. At Christmas there were 6- to 12-inch plastic dolls in the shops — not a half-bad dragon, though evidently not many dolls were actually sold. There are D&D adventure books on children's best-seller lists, and novels using the theme if not the name of the game have been published. One even reached the adult best-seller list.'

'*Mazes and Monsters* or whatever? From what I read about it, that was hardly a plus for FRP. It made the game look like an activity for crackpots, or something that would warp the minds of children. We don't need that kind of publicity, Puls.'

'No, but that's not as bad as when people who confuse D&D with live-action 'games' like Survivor, Kaos/Killer, and the Society for Creative Anachronism's tournaments.'

'I can see how they might mistake the SCA — at least they wear armor and use swords (wooden, thank heaven). I don't know how people confuse fantasy role-playing with Kaos or Survivor, since they use dart guns and a contemporary setting.'

'But they do. And do you remember that gang that put on a 'demonstration' at the ORIGINS convention a few years ago, with real, naked swords instead of wooden ones? Even if it was half-slow motion — 'only' half — I wish they'd gone to the next state.'

'How could I remember when you made me stay at that castle last year? By the way, Puls, what's the latest on the D&D movie?'

'I try not to notice, Alter. I dread the day when it may come to pass.... Such prospects make us over-30 D&Ders cringe. And speaking of age, I think it's bedtime. Don't forget the alarm.'

**Lew Pulsipher**

THE "WARLORD" GAMES SHOP

*We now stock*

* IRREGULAR MINIATURES SIEGE EQUIPMENT
* INTEGRAL TERRAIN
* PLATOON 20 FIGURES
* GALLIA 25mm BUILDINGS

*as well as*

Dungeons & Dragons * Traveller and most RPGs and supplements. War Games * Science Fiction Games * Citadel Figures * Torchlight Fantasy Products * Rule Books * Davco Microtanks

818 LONDON ROAD,
LEIGH-ON-SEA
Tel. SOUTHEND 73308

Open 9.30-1.30 and 2.30-5.30 Closed Mondays

**Aztecs believed they had to make sacrifice to ensure the sun rose every morning. Very Lawful; but Lawful Evil, not Lawful Good.**

# A page for the not-so-experienced adventurer

## by Roger Musson

Last issue, I started with a little moral problem for the would-be Lawful Good; so here's a similar problem for the bad guy. Imagine you are a Chaotic Evil thief who finds himself in a party consisting entirely of ultra-Lawful Good characters; how would you behave? Would you, for instance, blaspheme loudly at the miserable goody-goodies and lay about you with gusto and a dagger? I hardly think so, unless you are looking for a short life but a merry one. The chances are that you will act holier than holy, biding your time and waiting for the golden opportunity, as when the chief cleric asks you to hold the rope while he lowers himself down this interesting-looking well. *Aa-tchooo! Crash! "Sor-ry!"*

But there are many DMs who would complain that you are not acting in character, just because you are behaving most of the time as though you were Lawful Good. This is not right. It may be that handsome is as handsome does, but in the AD&D game, evil is as evil *thinks*. If a player wants to make sure that the DM doesn't misunderstand his actions, he can always take him aside privately and explain that beneath that lily-white exterior, his character's heart is as black as coal. He may even stipulate that his character spends his spare time, when unobserved by the rest of the party, torturing cats.

Evil characters pose a number of problems, for both players and for DMs. For players, it is particularly hard to make progress with an Evil character — they tend to not live long. And they often find themselves spending most of their time formulating horrid plots that they never, or rarely, get the chance to execute. For the DM, the problem is that it is usually impossible to judge whether a player is being true to his Evil alignment or not, since most of the time he will be dissimulating his true intentions. Only if the player misses some really obvious opportunities to do Evil and get away with it, or starts making sacrifices beyond the call of duty for the good of others, can it really be said that the player is acting out of alignment. The exception to this is when you have a party entirely of evil characters (most likely Lawful Evil in such a case) when they can give vent to their wickedness freely.

I once had the opportunity to play a character in a party entirely made up of Chaotic Evil characters — it was quite an experience. The party rarely got as far as the dungeon, and spent most of its time running riot in the village, slaughtering the staff in the inn and robbing tills rather than monsters. The poor DM, who was a novice, didn't know what had hit him — he had expected to run the game in the dungeon, not the village. He coped very well, considering. Be warned; it might happen to you. Be ready if it does.

An argument you may come across with regard to characters of the Chaotic alignment, is that to be truly Chaotic they should behave randomly, and do such things as decide the course of their actions by the throw of a die. This is an error. Chaos, in the sense that it is used when talking about alignments, does not stand for random behaviour. It stands for freedom of behaviour. The prime example of a Chaotic Evil person in real life was probably Aleister Crowley, the famous black magician. One of Crowley's sayings (and I quote from memory) was 'there is but one law; do what you will'. This sums up the Chaotic attitude quite nicely. Whatever pleases you, do it. No-one has the right to tell you to do otherwise, unless of course they coerce you. If it is possible to sum up the Chaotic Good attitude as succinctly, the phrase would have to be 'do what you please as long as it doesn't harm anybody.' Already the modification introduces an element of Law. Chaotic Good is not as Chaotic as Chaotic Evil.

As I have said before, and will probably say again, to get a proper understanding of Chaos as an alignment, the best thing to do is to read the Moorcock novels in which it originates. Remember too, that Chaos is the antithesis of Law, not Good. Law can be rigid, sterile, unbending, unpitying. Law shows no mercy — punishment follows crime as surely as the law of gravity decrees that an unsupported body must fall. Think also of a society like the Aztecs, who believed that it was absolutely essential to keep up a regular practice of ritual human sacrifice to make sure the sun rose every morning. Very Lawful, but Lawful Evil, not Lawful Good. Another good example of the Lawful Evil type is provided by the Nazis — a rigid, law-abiding society. It just so happens that laws which say that Jews should be gassed by the million are wicked and evil.

Again it is necessary to consider Chaos and Evil in the context of how you wish to implement alignments, whether merely as sets of morals or as the stance a character takes in the cosmic conflict. In the latter case, an Evil character will be one who decided to throw in his lot with Sauron rather than the Fellowship; who marches with the orcs against Gondor. Such anti-heroes are fairly uncommon in fantasy literature, and even more uncommon in the D&D game. A party fighting on the side of the Dark Forces would be quite a novel experience.

As to the Moorcockian battle between Law and Chaos, to be a member of a party fighting on the side of Chaos against the forces of Law would be very interesting, particularly as the Law/Chaos divide cuts right across the conventional moral polarisation of Good/Evil. There are all sorts of moral dilemmas such a struggle entails. Try and imagine a Lawful Good paladin making common cause with a Lawful Evil mindflayer on the grounds that both are on the side of the Law, and you see the complications that arise. Yet if the final battle is between the forces of Law and structure, and those of Chaos and freedom, that is the way the chips may lie.

***Roger Musson***

*Previous* ***Stirge Corner*** *themes are detailed below. To obtain back issues see p48.*

*#1 & 3: Introduction to rpgs; #4 & 5: Beginning as a DM*; #6 & 7: Staying alive; #8: Treasure*; #9: Monsters*; #10: Treasure & monsters*; #11: Time & motion*; #12: Role-playing; #15: Mapping*; #16: Scale; miniature figures; #17: DM-ing equipment*; #18 & 19: Alignments*

**mainly for DMs.*

*Please note that #2, 13 & 14 are out of print.*

# SOAPBOX

**A new platform for the hobby to speak its mind**
**This month's contributor —**

## Graham Staplehurst
**editor of The Wind's Sixth Quarter**

Adventure gaming and roleplaying — two names for the same thing, right? Wrong!

The stress in adventure gaming is on *gaming*, something which naturally involves gamesmanship. Roleplaying is an artform, and has all the qualities of a game with none of the less desirable aspects.

Let's think about art for a moment. There are many, many artforms, which can be divided up in many ways. I'd like to expose a division among artists and in art that mirrors the state of the rolegaming hobby. 'Original' art doesn't involve being better, just different or innovative. It means coming up with something new that people can appreciate because of its beauty or form. The artists put their best into it and do the job as best they can, but only expect to be judged on the finished product in its own right. A composer writing a piece of music, a painter filling out a canvas — these are artists working on something original, not attempting to reach pre-set standards, but trying to satisfy themselves and to pass on that satisfaction.

On the other side of the coin is 'competitive' art. Artists who interpret, or copy, or recite 'original' art in a competitive way; trying to emulate others, be better than others. Ice dancing, piano competitions, photographic exhibitions. All are limited by their theme, their dependence upon others' work. They strive to perfect the execution of their work — adding to the original art, maybe, but unable to go beyond it.

For art is continually expanding, by going beyond the current boundaries. Even in established fields, such as classical music, painting, sculpture and drama, originality is encouraged and highly praised. The more art there is, the better we can appreciate it, and even more so if it is 'original' art. Gymnasts who work so hard for maximum marks are bound by the limitations of their discipline; the size of the mat, the equipment allowed, the strength and agility of their bodies. And when they achieve the maximum, what then? 'Competitive' art is ultimately stale and unoriginal. The conception of the initial work is the crucial part, and if the freedom 'original' art needs is denied or restricted, then the end product will be less appreciated.

To return then to our hobby; role-playing, adventure gaming, or call it what you will. Currently, most sytems and game-aids commercially promote adventure gaming, and promote it as 'competitive' gaming. Players compete with each other to attain levels of skill and wealth, to accomplish laid down objectives. Execution of the game must be perfected within the allowed framework; the rules must be learned to help you win. But although knowing how to use the rules to help improve your precision and style, you are limited to repetitions. An adventure from a module is merely a recital. Adventure gaming takes you only this far, and however well you do it, it is not satisfying as art. You may be able to think up variations, interpretations, characterisations — but these are no more valuable than a cover version of the original piece, and sometimes as dire as a painting-by-numbers kit.

Shouldn't we all aspire to something better? To get beyond the simple execution a game, and into the development of our own 'original' artforms? Roleplaying goes far beyond the established limits of games, and so should drop the concepts of gamesmanship winning. 'Art for art's sake' as the saying goes; let's make roleplaying an artform by encouraging and stimulating original thought. Over the last few years, game companies have concentrated on providing rules systems from authentic historical, fictional or film sources — unoriginal by definition in artistic terms. Too much attention and emphasis is placed on the games system in all its sections, from combat to magic to technology, without inspiring equally high levels of quality in personal scenario and campaign design — or, most of all, roleplaying. Are we to see roleplaying as a creative process, or as mere mimicry; the acting out of a prepared script? How much creativity are GMs encouraged to give their players? How much participation in the whole game? All too little, I feel. The professional modules are all full of objective to be gained, enemies to be slain, evil to be overcome. Not content with restricting players (and GMs) through ad hoc systems of rules, the game companies persist in inflicting straight-jacketed, manipulative and unidirectional adventures that remunerate unrealistic systems and reduce what can be an engrossing and highly rewarding pastime to a simple game of tactics, legalised cheating and dice rolling.

Perhaps few people care about art in this day and age. Games companies exist to make profits and provide a living for their employees, not to broaden the culture of their audience. But here is the potential for an artform that many can enjoy; one doesn't need the skill it takes to play an instrument, the command of English of the poet, the eye and dexterity of a painter, or the poise and agility of a dancer. What is needed is a system to turn the soil of a thousand imaginations more deeply than ever before, and to plant the seeds of positive, creative role-playing — and the art will flourish and propogate itself.

*G Staplehurst*

# Press Cuttings

After the scarcity of zines over the past few months, the FRP market has seen a large explosion of new magazines. The summer was obviously a busy time for a lot of people! At the same time, we can see how the old guard fared in the two major awards of the autumn; since last month both the Games Day Best Fanzine Awards and Zine Poll results have been revealed. Let's look at the former first:

**1984 GAMES DAY AWARDS**
**Best Fanzine Category**

**1. DragonLords**
2. Miser's Hoard
3. Tempestuous Orifice
(4. SEWARS; 5. Acolyte; 6. Demons Drawl)

So **DRAGONLORDS** wins for the third time in three years, and for the last time it will qualify. **MISERS HOARD** deserved second place, I feel, as one of the longest-running zines around at the moment. **TEMPESTUOUS ORIFICE** must be a contender for first place next year, as the quality goes up and up. The latest issue, #6, is superbly produced, with crisp printing and art. The contents are up to scratch as well, with discussions of characteristics in frp games, a large **T&T** solo set in Egypt and plenty more.

**SEWARS** has been running for a number of years without making much impression on the awards, but Chris' hard work at publicising the magazine is obviously paying off. #20 carries the traditional mix of **AD&D** game monsters, scenarios, etc, while SEWARS 20.5 is a small humorous parody of the usual approach.

**THE ACOLYTE** just scraped into the awards, as most people seemed unsure whether or not it was an frp zine. I say 'was' as the 60th and final issue is finally here. Pete has decided to fold the zine due to lack of money and also a lack of desire to stay a part of the hobby feuds which have grown up. Pete has had a reputation as a feuder and seemed to enjoy it; now, recent developments have proved too much for him and he has decided to drop out of the hobby and fanzine production. The Acolyte will be greatly missed.

The full story of the Acolyte fold can be found in Trev Mendham's excellent gossip and newszine **SCHOOL FOR SCANDAL**, which covers the games hobby and industry. Can you afford to be without it? Performing a similar job of rumour and gossip spreading for the SF world is Dave Langford's **ANSIBLE**, issue 39 being the latest. Again, it is invaluable if you want to get behind-the-scenes news and gossip.

There are apparently some people out there actually reading this section of **IMAGINE** magazine, who have taken the advice given and started their own fanzines. **FIERY CROSS** is the first of these new zines, and presents a very pleasing first issue. FC covers the AD&D and T&T games, plus reviews and some chat. One to look out for. **BLOOD, GUTS AND BEER**, apart from having a charming name, is run by a bunch of **RQ** fanatics, and should appeal to anyone who is eqally devoted to the game. **SPAWN OF CHAOS**, on the other hand, offers a rather poorly put together first issue. Standard AD&D material, with some awful cartoons. Another of the new arrivals, **SUPERHERO UK** does lack a certain something in appearance (resembling SEWARS), but presents a lot of good content. The magazine aims at providing a forum for discussion, ideas and information for superhero gamers in the UK. It should fulfil that aim admirably, being run as it is by Simon Burley, co-author of the **Golden Heroes** rpg, and the special multi-system super-hero adventure

appearing in this magazine next month. SUPERHERO #1 carries a large multi-system scenario and articles outlining just how to set up a Superhero campaign.

**DAGON** isn't new, as #1 appeared a while ago, and lost a fair amount of money. #2 has now appeared and offers a wide range of material for **Call of Cthulhu** (**Dagon** being the title of H P Lovecraft's first published story). The zine is definitely worth getting if you play CoC. Mind you, they are going to carry on losing money if they insist on using card covers which cost 22p each to produce! That is not the most sensible method of producing a zine. **VACUOUS GRIMOIRE** #2 has also appeared. It is longer, better produced and an improvement on #1. The magazine still lacks any strong content, being a mixture of poor **D&D** game and computer articles. Last, but by no means least, of the frp zines is **RUNESTONE** #4, an issue which has been delayed by printer problems. In fact, Bill did think issue 5 might appear first! This issue has articles on SF background, Norsequest, plus D&D, and is a well-balanced mix of FRP/chat and a few postal games.

The Zine Poll looms larger than the Games Day Awards in postal gamers' minds. The most controversial aspect of the poll this year was the new use of average votes for each zine rather than the hideously complex preferment method used last year. This method produced some surprises in both the upper and lower regions of the results.

The winner of the poll was Alan Parr's **HOPSCOTCH**, a deserved win for a zine which has always tried to promote innovation in postal gaming. Hopscotch is the zine to try if you don't want to play the usual run-of-the-mill postal games. Second was **NMR!** which continues to offer efficient postal games, along with pub guides, chat and comments; as the latest issue shows, it generally has something for everybody. **MAD POLICY**, run by Richard

Walkerdine, who organised the Poll, came third; and #99 carries the full results listing an analysis for those of you who are interested in seeing the complete results. It is interesting to note that the Acolyte only reached 7th place, while several European zines in fact came higher. Perhaps a reflection on Pete's mood recently and the impending fold, rather than a sudden improvement in the European zines.

One place above the Acolyte was **CUT & THRUST**, largely due to its great coverage of the **En Garde** game. **TAKE THAT YOU FIEND** having now dropped the International from its name, gained 10th place in the poll. The latest issue continues the staunch defence of T&T with an interview with Ken St Andre, as well as offering the usual games. **PSYCHOPATH** got to 12th place in the poll, which must have been a pleasing result for Mike Dean, although #15, sees him announce that he is passing over the zine to Wallace Nicoll and Doug Rowling. They will, no doubt, continue with the excellent mix of postal gaming, chat, FRP, SF and comics whcih Mike has built up. 13th place in the poll went to Steve Norledge's **RAPSCALLION**. The latest issue has plenty of chat about everything from cricket to racism, plus Cthulhu and a Manorcon review, not to mention the postal games.

**GREATEST HITS**, the usual winner of the poll, managed only 22nd place this year — a long drop for a zine as good as GH. GH 118 is a rather reduced, games only issue, but Pete promises an extra-large, computer-produced 119. **TALES FROM TANELORN** was 25th, though it has now folded after #8. The reason isn't that Matt is leaving the hobby, however, simply that he has started a new mimeoed zine in its place; **SWANSEA WITH ME** promises to be very similar to Tufty in content. Meanwhile, just to confuse everyone, Alex Zbyslaw (he of unpronounceable Polish name!) has started a new zine — also called **SWANSEA WITH ME!** This promises to be a pure chat zine. **20 YEARS ON** came 29th. This is an invaluable directory to all the postal gaming zines available and most of the FRP ones. Every fanzine reader should have one; **MASTERS OF THE PRIME** came 36th, offering a good game of **En Garde!**, **Judge Dredd** and **Baseball Wars** for all that. **MOUSE POLICE** didn't make it into the Poll, but is steadily building up in size, and content, based around En Garde!. **LANKMAR STAR DAILY** is based around the running of a vast new FRP campaign called 2112, and #9 comes complete with an A5 booklet of rules. It looks like a very well thought out amateur campaign. **HACKING TIMES** is a Diplomacy zine produced by Greenwich Young Liberals and approved of by David Steel, believe it or not. No, I didn't either....

**SCAN** #29 is a small comics zine/amateur comic and has some amusing pieces on Dos and Donts for would-be D&D adventurers, as well as ads for adventurers' aid from BUPA! Lastly (phew!), the usual odd item in the form of **GAMERS**, a series of cartoon strips from Tri-Tac. It is a vey funny look at gamers and the things they get up to, but not really worth the £1.50 that Games Workshop seem to be asking for it. ***Zines reviewed by Mike Lewis***


**Call of Cthulhu?**

Tempestuous Orifice 4!

*Featuring a Cthulhu Scenario by Imagine's Simon Redgrave*

TO 4,5,6 available 60p

TO 4+5+6 only £1.50

PATRICK FAMA, 15 York Close, Morden, SURREY SM4 5HW


**ACOLYTE**, Pete Tamlyn, 2 Poplar Road, The Coppice, Aylesbury HP22 5BN (45p); **ANSIBLE**, Dave Langford, 94 London Road, Reading, Berks RG1 5AU (6 for £2); **BLOOD, GUTS & BEER**, Sue Gardner, 1 Elm Drive, Hove, Sussex BN3 7JS (65p); **CRASIMOFF'S WORLD NEWSLETTER**, KJC Games, 5 Vicarage Avenue, Clevelys, Blackpool, Lancs FY5 2BD (50p); **CUT & THRUST**, Derek Wilson, 321 Headley Road East, Woodley, Reading, Berks RG5 4SE (25p); **DAGON**, Carl Ford, 11 Warwick Road, Twickenham, Middlesex TW2 6SW (55p); **DEMON'S DRAWL**, Jeremy Nuttall, 49 Longdown Rd, Congleton, Cheshire; **FIERY CROSS**, Tom Stacey, The Mill House, Rays Hill, Hawridge, Nr Chesham, Bucks HP5 2UJ (55p); **GAMERS**, available from Games Workshop, 27-9 Sunbeam Rd, London NW10 6JP (£1.50); **GREATEST HITS, Pete Birks, 65 Turney Road, London SE21 7JB; HACKING TIMES**, Dylan Harris, Greenwich Young Liberals, 76 Haddo House, Haddo St, Greenwich SE10; **HOPSCOTCH**, Alan Parr, 6 Longfield Gardens, Tring, Herts (40p); **LANKMAR STAR DAILY**, Robert Nott, 158 Pendeen Park, Helston, Cornwall; **MAD POLICY**, Richard Walkerdine, 144 Stoughton Road, Guildford, Surrey GU2 6PG (40p); **MASTERS OF THE PRIME**, Bryan Betts, 14 Pickwick Grove, Mosely, Birmingham B13 9LN (40p); **MOUSE POLICE**, Rob Wilson, 6 Shorefields, Benfleet, Essex SS7 5BQ (20p); **PSYCHOPATH**, Wallace Nicoll, 228 Kinell Ave, Cardonald, Glasgow G52 3RU (60p); RAPSCALLION, Steve Norledge, 75 Hawkhurst Way, West Wickham, Kent BR4 9PE (40p); **RUNESTONE**, Bill Lucas, c/o John Astor House, Foley Street, London W1 (50p); **SCAN**, John Freman, 126a Greaves Road, Lancaster LA1 4UW (30p + p&p); **SCHOOL FOR SCANDAL**, Trevor Mendham, 53 Towncourt Crescent, Petts Wood, Kent BR5 1PH (5 for £1); **SEWARS**, Chris Baylis, 12 The Fryth, Basildon, Essex (60p); **SHADOWFIRE**, Richard Lee, 226 Graham Rd, Sheffield S10 3GS; **SPAWN OF CHAOS**, Mark Pitman, 42 Heath Way, Blofield Corner, Norwich, Norfolk NR13 4RS (50p); **SUPER-HERO UK**, Simon Burley, 20 Honeswode Close, Handsworth, Birmingham 20; **SWANSEA WITH ME**, Matt Williams, 24 Moor St, Coventry CV6 6EQ (40p); **SWANSEA WITH ME**, Alex Zbyslaw, 197 Herbert Ave, Poole, Dorset BH12 4HR; **TAKE THAT YOU FIEND**, Kevin Warne, 48 Boscombe Avenue, Hornchurch, Essex RM11 1JG (35p); **TEMPESTUOUS ORIFICE**, Patrick Fama, 15 York Close, Morden, Surrey SM4 5HW (60p); **20 YEARS ON**, Mark Billeness, 20 Winifred Road, Coulsdon, Surrey CR3 3JA (40p); **VACUOUS GRIMOIRE**, Richard Roberts, 52 Whalesmead Road, Bishopstoke, Eastleigh, Hants SO5 6HL (50p).

*One part of the Readers Revenge Poll that is to be conducted in the next issue of IMAGINE™ magazine* will concern the amateur press. Just how many of our readers do subscribe to any of the publications listed above? What do they think of them, and what value do they place on regular coverage of Hobby opinion? Don't forget to add your opinion — and shape IMAGINE magazine's future.

# TURNBULL TALKING

There's nothing like a good controversy to stir up correspondence. A short while ago (issue 17) I dipped a cautious elbow into the water — on the topic of experience points — to see how far the ripples spread, and great was the resulting wave. Thanks to all who wrote, and particularly to Mark Sands who did a very considerable piece of research.

It's quite clear from your letters that there are at least two interpretations of this particular issue, but despite Mark's research it still isn't entirely clear what the rules want us to do. There's a fair case to be made against my interpretation, though. Incidentally, I should have made it clear, and didn't, that I was talking about the ADVANCED DUNGEONS & DRAGONS® game system, not the Basic game. As it happens, the Basic rules are quite clear on the subject. On page 12 of the DM's book, it's quite clear that a PC gets 1xp for each gp without spending the gold, and since the Basic and Advanced games, though different, aren't all that different, the same must be true in Advanced.

At least this is the way Mark argues, as well as others, and they stand a good chance of being right (ie, doing what Gary intended). But it's not conclusive. The games, though based on the same general principles, differ quite a lot in detail. A glance at the magic-user spells makes the point.

Of course, in the end what counts is enjoying the game, not niggling about the rules. I suspect my group of friends will stick to our interpretation and other groups will do likewise. If you get into a game with a new DM, however, it's probably a good idea to establish at the start what method is going to be used.

One other remark I made in the same article has apparently caused some raised eyebrows. I said that, since our version of the xp/gp business was the stingier of the two, it's perhaps not surprising that the highest level character develop in our group is only 10th (actually, things have progressed since then, and there is now a 12th level MU, newly promoted and slightly dazzled by the addition to her spell repertoire). What I should have made clear is that we all run 'stables' of characters and very rarely run the same character on two successive adventures.

Each player in the group has at least a dozen characters in his stable, and some have considerably more (Dave Tant has one for each letter of the alphabet, though the probability of Theolonius — predictably a Monk — adventuring again is pretty small, after the dirty trick he played on his mates last time). Sometimes we run high-level adventures, sometimes low-level, and sometimes somewhere in the middle; so we all have characters of various classes and of various experience levels.

**'5 Kenku leap out....**

**'15 hits — 70 points of damage'**

**....they look at you quizzically....**

**'Of course those were genuine rolls!'**

**....then attack.' (rolls)**

**'I don't subscribe to the "ignore-the-die-roll theory".'**

*From the **Picture Book Guide To Being A Good DM** by Don Turnbull (**Ladybird £89.95**).*

My own stable includes Arachne (the 12th level MU); Eccles (actually a female after one of Allan Oven's adventures); the "oh, I wish I could be a Bard" fighter Neddie; Denis and Bessie (both illusionists and both grossly overweight); the irritating Lord Chevasse; and, at the bottom of the ladder, the beautiful fighter Jeanne (the only one with psionic abilities) and Agnes, who, when she isn't adventuring is Min's housekeeper.

Until recently, Bill Howard's stable appeared to consist entirely of characters named Ramises (sic); now he has started to run some new characters whose names are homophones of other people's characters. Chaotic Good, our Bill. Allan Ovens calls many of his characters after RAF bases, for some curious reason, while Chris Rick's characters' names are anagrams of our names (he has a fighter called Nod Bullrunt who, by his behaviour, is somewhat sex-mad.... Chris has, of course, a very vivid imagination). Dave Rumble's characters are mostly girls (make of that what you will). Only Dave Tant and Patrick Thompson select names to suit their view of the character, rather than by some system.

I'm presuming here that most, if not all, players develop 'stables' along these lines; I haven't come across as group yet who play the same characters each time, and if I do I'll be interested to know what happens to the player whose character meets an untimely and fatal end. If the rest of the group have characters of 8th-10th levels, say, it's going to be a long haul getting a new character up to that level. The chances are that a new character would never catch up.

Before closing, let me briefly switch to another issue, and ask you your opinions. This concerns the paladin, the well-known pain-in-the-neck character. Now the paladin must be Lawful and Good and must behave very much that way. A paladin can associate with a character of a distinctly different alignment for the sake of a mission, but the circumstances are quite restrictive. The question is what obligation, if any, is there on the paladin to try to maintain reasonably lawful/good-type behaviour in fellow adventurers? What if a paladin catches a thief stealing from one of the party — is the paladin bound to give the game away? What should a paladin do about a fellow-adventurer whose personal habits (which may be beyond a character's control, say because of a cursed item) are distasteful to the paladin, even though alignment may be OK and the character puts up a brave fight when necessary?

Of all the character classes, the paladin seems to be the one which causes the DM most problems. Though maybe I'm forgetting the vastly-popular barbarian...

***Don Turnbull***

*Some of the correspondence Don refers to about the xp/gp question can be found in the Letters section, page 44.*

# The PHALANX

## AN EPIC IN TWELVE CHUNKS by R. Grenville Evans

### CHUNK the FOURTH: THE DAY OF WEASEL'S DISCRETION.

OGRYN THE BIG AND WEASEL THE FAIRLY CLEVER, ON AWAKENING AFTER THE BANQUET, ARE PURSUED BY SOMETHING VERY LARGE, SCALY AND FIERCE, QUITE UNLIKE THE DIMINUTIVE CREATURES OF THE SAME SPECIES WHICH LIVE AMONG THE VILLAGERS. THEY SEEK REFUGE IN A MYSTERIOUS CASTLE... BUT WHILE HE CANNOT OPEN THE DOORS, WEASEL SUDDENLY WISHES HE HAD NOT ASKED FOR A HAND.....

THANK YOU! DID ANY OF ITS BLOOD GET ON YOU? I BELIEVE IT CAN BURN! BUT A SWORD WHICH CAN SLICE THROUGH A DRAGON'S SKIN MUST BE ENCHANTED!
CAN WE SING IT A HYMN LATER? I'M EXHAUSTED! THANK HEAVEN THE DOOR GAVE WAY, THOUGH!
WE'LL LIE LOW HERE FOR A TIME BEFORE WE POKE OUR HEADS OUT...

FEELING TOO CAUTIOUS TO EXPLORE THEIR SANCTUARY, THE LADS REST BY THE DOOR FOR HALF AN HOUR...

OG... HAVE YOU NOTICED THAT THIS CHAMBER IS ILLUMINATED BY A MUDDY GLOW, WHICH SEEMS TO HAVE NO SOURCE WHATEVER
WELL, I'M MUDDY, AND I HAVE SORES... BUT I'LL BE BLOWED IF I CAN SHIFT THIS DOOR!

DAWN... AND WEASEL IS UP WITH IT, AND OUT....
WAKE UP, OGRYN! YOU MUST BE GETTING WEAK... THE DOOR OPENED EASILY FOR ME. COME ON, IT'S TIME TO RETURN TO THE VILLAGE...

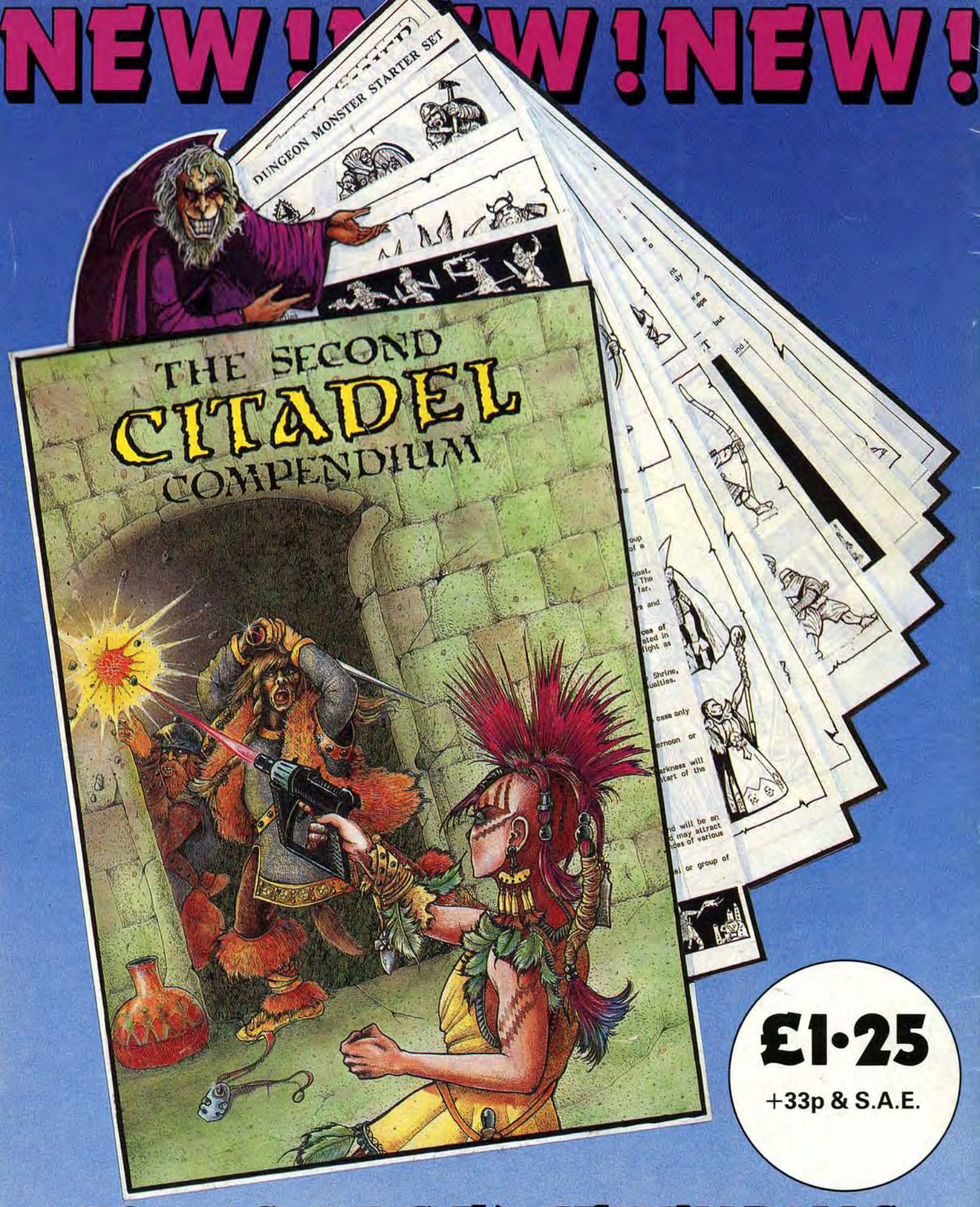
OGRYN TARRIES
I WANTED THAT TALON... BUT IT'S GONE... AND SO IS THE BLOOD!
I EXPECT THE CROWS TOOK IT... AND SQUIRRELS LAPPED UP THE BLOOD.
VERY FUNNY! THE SWORD HAS GONE, TOO! IT'S ALL VERY STRANGE..

OGRYN... I'VE BEEN HAVING A THINK! WHEN WE GET BACK TO THE VILLAGE, LET'S NOT MENTION THE DRAGON, EH?
BUT WE'LL HAVE TO WARN THEM IT'S ON THE RUMMAGE!
YOU MEAN RAMPAGE... AND LISTEN - NOTHING ABOUT THE CASTLE, EITHER...

THEY RUN INTO A SMALL GROUP OF VILLAGERS, ONE OF WHOM IS...
MR. HORKIN! HELLO! I FEAR WE DRANK MORE THAN OUR FILL AND... WHAT'S WRONG?
THE MILLER'S SMALL SON, BARTCH ...HE WAS TAKEN IN THE NIGHT!
WE'RE VERY SORRY TO HEAR THAT- AREN'T WE, OGRYN! WAS THE LITTLE LAD ILL?
NO. HE WAS JUST TAKEN. WHERE DID YOU SLEEP LAST NIGHT, FRIENDS?
IN THE CAS- AAAAKK!!
AHEM! ON THE COAST - THE BEACH - WE WERE VERY ASHAMED OF OUR DRUNKEN STATE!
NONSENSE - IN FACT IT WAS SUCH A SUCCESS THAT WE'RE HAVING ANOTHER BANQUET TONIGHT!
YEE!
WEAS! THE CREATURE HAS COME BACK TO GET US! HELP! OH, WHERE'S ME SWORD?
OH, DON'T SHOW US UP, OGRYN! IT'S ONE OF THE INFANTS!
IT IS AS ALWAYS. THE MOURNING DRAGON HAS COME. BARTCH HAS COME.
LOOK, OGRYN! LOOK! THEY'VE ADOPTED EACH OTHER ALREADY!
GUHH
ER- SEE YOU LATER, HORKIN - MY FRIEND ISN'T FEELING WELL, SO I'LL TAKE HIM FOR A WALK. WON'T BE LONG.
THAT'S A BIT MUCH, ISN'T IT? HAVING ANOTHER KNEES-UP AFTER THAT LITTLE 'UN DYING!
HE DIDN'T SAY 'DIED' THOUGH, DID HE? HIS WORDS WERE 'WAS TAKEN'.... WHAT DID HE MEAN BY THAT?
HE MEANT 'DIED'! WEAS, WHY DID YOU HIT ME IN THE ADAMS APPLE? WHY MUSTN'T I MENTION THE CASTLE OR THE DRAGON?
BECAUSE THIS PLACE IS A MAZE OF MYSTERY AND SECRETS. I WANT TO LEARN THE SECRETS AND UNRAVEL THE MYSTERY - AND WE WON'T GET FAR BY GOING ROUND ASKING OBVIOUS QUESTIONS ABOUT THINGS THEY'RE TRYING TO CONCEAL - BUT IT'S VERY ODD THAT THEY SEEM TO WANT US HERE...
I WONDER WHERE MOURLA IS? I'M SURE SHE LIKES ME, WEAS... IF IT WASN'T FOR HER, I'D BE FOR MOVING OFF. HER AND THAT SWORD, THAT IS!
IF THERE ARE MERMAIDS IN THIS COVE, THEY COULD HAVE GIVEN ME THE SWORD... BUT THEY COULD NOT HAVE RETRIEVED IT, THOUGH...
I'D REALLY LIKE TO SEE ONE... OR DID I HEAR THAT IF A MAN LOOKS UPON A MERMAID, HE FALLS HOPELESSLY IN LOVE WITH HER AND EVENTUALLY GOES COMPLETELY BARMY?
WAH-WEASEL!!!
WILL OGRYN GO COMPLETELY BARMY, AND IF SO, WILL ANYONE ACTUALLY NOTICE? NEXT TIME, WEASEL HAS HIS CLOAK STOLEN, AND AN EXPLORATION RESULTS IN AN AWESOME DISCOVERY....

# YOU ARE NO LONGER ALONE!!!

# NEW! NEW! NEW!




**£1·25**

**+33p & S.A.E.**

# 72 BIG PAGES FEATURING

**ILLUSTRATION OF THE CITADEL RANGE OF MINIATURE FIGURES**

•

**THE ABSOLUTE BEGINNERS GUIDE TO ASSEMBLING MODELS**

•

**THE COMPENDIUM COMPETITION AND MORE**

**THE PAINT BRUSH AS AN OFFENSIVE WEAPON**
PAINTING CITADEL MODELS

•

**THE SHRINE OF RIGG**
A SPECIAL WARHAMMER SCENARIO

•

**ELDRITCH EPISTLES**
LETTERS FROM THE CITADEL MAILBAG

**CITADEL MINIATURES, CHEWTON ST., HILLTOP, EASTWOOD, NOTTS. TEL: (0773) 769522.**